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ISSUE #37

MAGAZINE SYSTEM

APRIL '96

RARE REVEALS ALL!

EXCLUSIVE interview
with TOP software
house PLUS EXCLUSIVE
N64 Previews

SEPARATION ANXIETY

Full Review & Level Guide

CUTTHROAT ISLAND

SNES & Game Boy Features
PLUS Film Preview

REVOLUTION X

CD's at the ready for a full Review

EARTHWORM JIM 2

Beginners' Guide & Level Map

PLUS: SPIDER's web on Cult TV •
MK3 – Game Boy • Anime Action
• Quarterback Club '96 •
Megaman X2 • Megaman IV •
Micro Machines 2 • Reader's
Review • Frank Thomas Big
Hurt Baseball • Top Tips from
the Nintendo Game Gurus •



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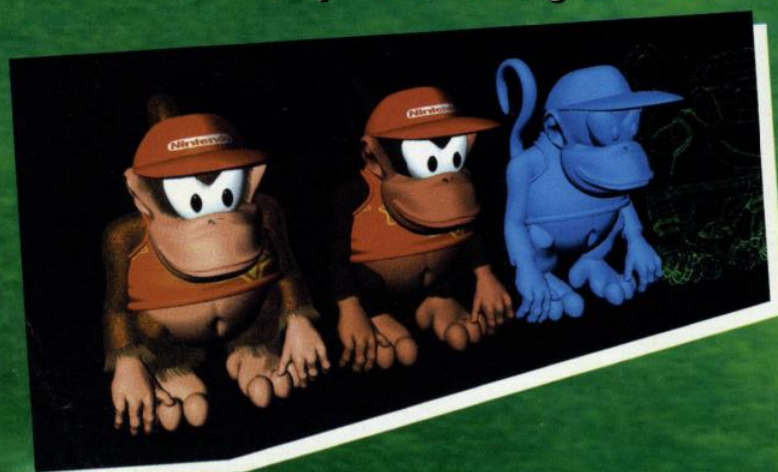
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He's back X2.



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How to cross the corn cob in one easy lesson.

A MOVING EXPERIENCE

A couple of things have been changed again this month. Skull has been joined by the Game Gurus from Nintendo HQ, and they've taken up residence behind the sheds somewhere at the back. Skull still defends his own space with his usual clatter of broken teeth, but his and Les Banner's address on the Mailbag page have also undergone a metamorphosis of sorts.

Another new addition is our new staff writer Enzo Matricardi, whose interests rarely go beyond his bedroom, but who's got well stuck in to our new Anime feature and some good game reviewing.

RARE AND RARER

We've a deep and probing interview with master game makers Rare, spilling the gossip on how, what and where they do whatever it is they do. Previews of two of their renderful Nintendo 64 games show how things are developing towards the 64's release. The date for this has a habit of creeping towards the horizon, and with some uncertainty still in the air we've had to put a stop on Part 2 of the 'Ultra' Competition, rather than disappoint anybody with unfulfilled promises. We'll let you know when things change.

SUBSCRIBE AND WIN!

Time to subscribe! This month we've got 50 copies of Donkey Kong Country 2 waiting for the fortunate who send in their subscriptions in good time. Better hurry, only the pick of the first entries will get lucky!

OUT THERE!

It's all in here - the complete range of human and alien life wafts through our pages with throbbing regularity. Spider and Skull have both been in touch with worlds beyond our own, reaching their own conclusions about aliens and their associates. Try not to get too involved, both suffer from the same delusions of reality!

Turn the page - the truth is in here!



NINTENDO PEOPLE SYSTEM

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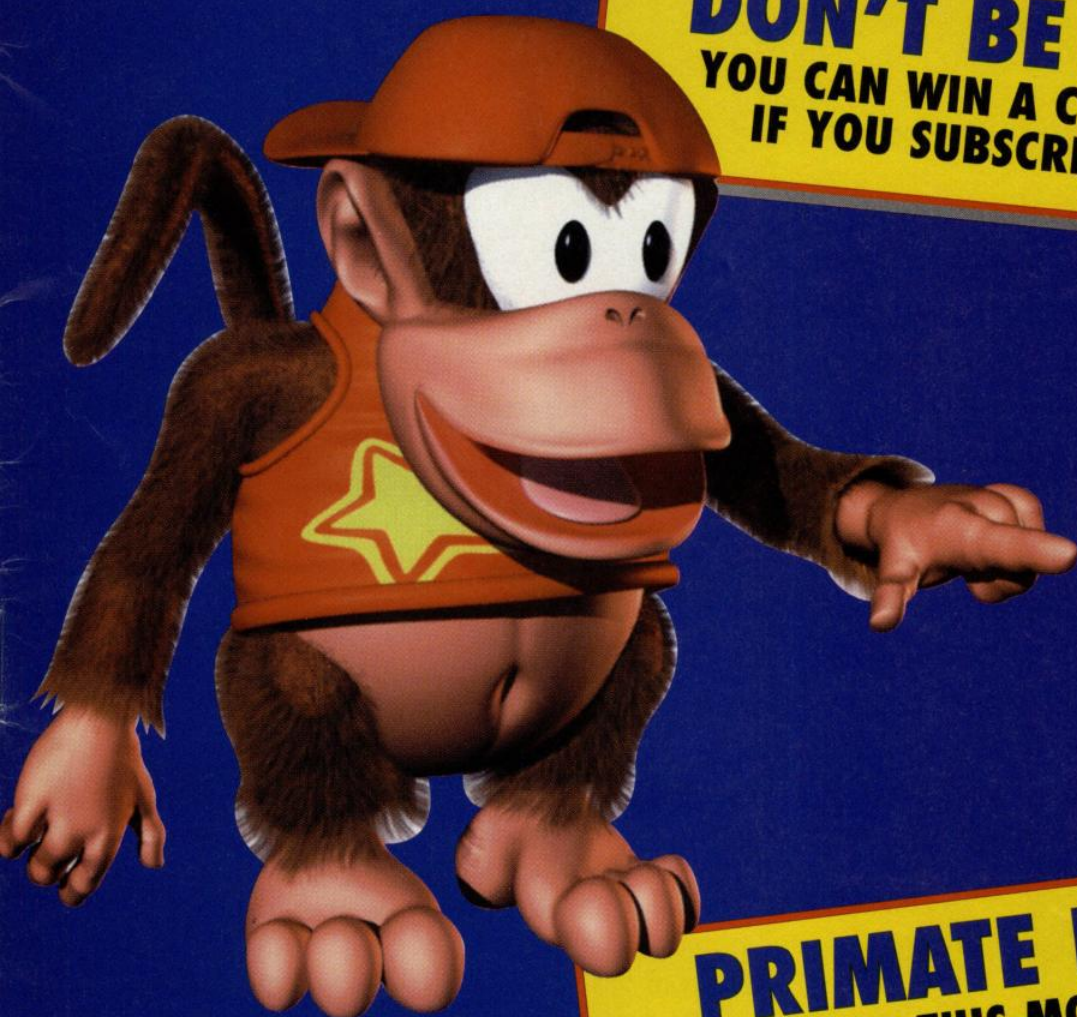
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**SEE
PAGE
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NNN

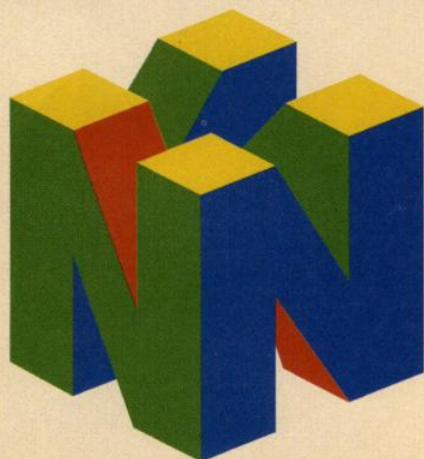


NINTENDO NEWS NETWORK

WAIT FOR IT...

It seems the head honchos on the good ship Nintendo have again delayed the release of the new super-console, maybe until Christmas this year! Previously set to be called Ultra 64 outside Japan, Nintendo have now opted for the single brand name Nintendo 64, and a step-by-step launch outside their own domestic market. The Japan launch will now go ahead in April as planned, but not on the scale originally predicted. Due to chip supply problems, the Japanese could only receive 200,000 consoles rather than the 500,000 planned. The US unveiling has been postponed until late September and will probably not reach these shores until Christmas. So what's the excuse this time? Well, following it's performance at the Shoshinkai Show, there's been an unexpectedly huge demand for the machine in Japan, and Nintendo expect to sell an unbelievable three million consoles on home territory alone. Peter Main, Nintendo's American sales and marketing director, conceded that "the realities of attempting to pull off such an enormous, simultaneous marketing feat forced us to reconsider". Stick with us though, the wait will be worth it!

As you've doubtless spotted, the uncertainty surrounding release dates meant we were forced to withdraw our three-part competition, at least for the time being. Sorry and all that, our intentions were good, just that old supply and demand cycle letting us down. We'll keep you posted on developments.



BABY YOU CAN DRIVE MY DISK!

Nintendo have announced more details of the development of their mass storage device which will allow players to 'customise' some of their games. The disk drive unit will be attached to the bottom of the N64 console, with magnetic disks loaded at the front of the unit. The drive will include a 1 or 2 Megabyte RAM expansion pack, which opens up a totally new area of interactive game play thought to be impossible on a cartridge based machine. It just gets better and better really...

Nintendo®

MAGAZINE SYSTEM



MOVING ON UP!

Sales of NMS have surged upwards since we took over for the January issue. Thanks to all of you, whether you've recently discovered NMS or you've been with us for years, we really appreciate having you on board! We're not going to relax though, keep letting us know what you want and what you think, and we'll do our best to keep coming up with the goods. If you still haven't subscribed, now is the time. Turn to page 67 to find out about this month's special subscription offers.



ON A MISSION

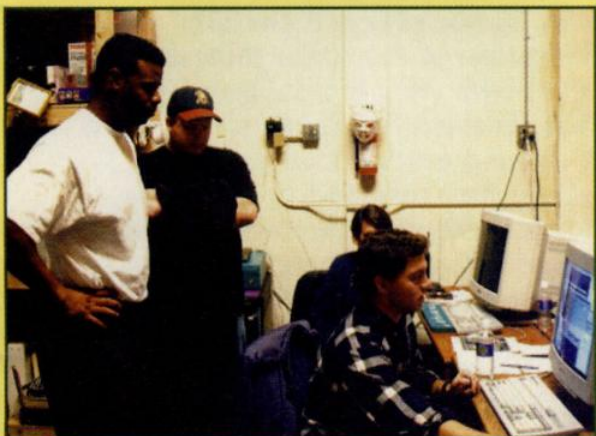
Nintendo are teaming up with Ocean and Paramount Pictures to bring Mission: Impossible to the Nintendo 64! The game itself, based on the new film starring Tom Cruise and directed by Brian de Palma, will treat players to real time three dimensional worlds, 360° character mobility and dramatic 'floating' cameras! Essentially a spy simulation, it combines cerebral and introspective puzzle-solving with high tech arcade action. In effect, the characters have to outsmart their opponents through deceit and infiltration, and sometimes have to use disguises to conceal their true identities! Coming on the back of Goldeneye, it seems that espionage is back with a vengeance. As yet no specific date has been set for the release, but as soon as we find out, we'll let you know.

MISSION: IMPOSSIBLE™

GREAT BALLS OF FIRE!

The latest in a long line of sports sims is currently in production in the States. Endorsed by Ken Griffey Jr. himself, this new baseball game is being developed for the Nintendo 64. The pictures here were taken during a recent motion-capture session at California's Angel Studios. The

data assembled will be put together to create fully detailed animation for the completed game. If you can't wait until the N64 hits the shelves to sample Ken Griffey Jr. in all his glory then look out for the Super NES title Winning Run, currently in production at Rare in England (see our exclusive interview with Rare on page 14 for more information).



EA TEE-OFF WITH PGA TOUR '96

A SNES version of Electronic Arts' PGA Tour '96 is due for release in the near future. Due to a clever little widget called the SA1 chip, the game will cram in eight courses, three brand new tournaments, 10 pro golfers and 7 different modes of play. Following this new title, other EA Sports conversions are due for release, including NHL '96 for SNES and Game Boy, and NBA Live '96 for the portable machine.

All the best sports sims will feature in an Olympic Games Sports Special NMS in June.

LATEST EPILEPSY RESEARCH

A Japanese newspaper has reported that Nintendo are continuing to fund research into the causes of people suffering epileptic fits while playing video games. The latest research, put forward by the Japanese Epilepsy Association, is due to be carried out in Japan and seven other countries including France, UK and the United States. The manufacturers will take counter measures if any links are found. Research to date has not shown any direct connection between playing games and epilepsy, but concern remains, with some countries including warning notices on game paks.

MORE JAM WHERE THAT CAME FROM!

Another in the series of NBA Jam titles is due for release this month. Acclaim's NBA Jam Extreme will be released in the arcades first, and should be followed by the SNES version, with the promise of the Nintendo 64 version later in the year. The game should contain all those impossible moves and plays we've come to expect from Acclaim's basketball sims.



**ORCHID
BARES
ALL!**
(well,
nearly)



Here she is in all her glory! B.Orchid, supreme champion of the Killer Instinct tournament, shows why Eyedol got such an Eye-full in the final battle! These shots, from the up and coming arcade smash Killer Instinct 2, show that everyone's favourite rendered babe is literally blossoming under the pressure of being the KI champ! The only thing is, you probably won't see some of these shots in the finished game. Why? Because the guys at Nintendo have decided that these sequences are 'unsuitable' and have asked Rare to take them out! Never mind B, it was great while it lasted...

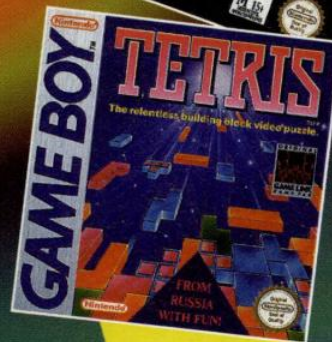
SWAP & SELL

A Free **Nintendo** Reader Service!
MAGAZINE SYSTEM

Isn't it annoying when you just can't get hold of a game you've been after for ages?

Wouldn't it be easier if you could swap one of your old games for one you've scoured the country for?

Well, now you can – if you have a game that you want to sell or swap for another, just send us the details on the coupon below and we'll publish them FREE in a future issue (subject to enough space being available!)



Just fill out the coupon below showing the games you want to get and those you want to swap or sell.

(Make sure you check with whoever pays the phone bill before you start ringing all over the country to get your fave game!)

Now all you have to do is wait by the phone! Good luck!

Send to:
Swap & Sell, NMS,
PO Box 14225,
Melbourne,
MC Victoria 8001

Name _____	I WANT:	
	Game _____	Console _____
	Game _____	Console _____
Address _____	Game _____	Console _____
	I'LL SWAP/SELL	
	Game _____	Console _____
Phone _____	Game _____	Console _____
	Game _____	Console _____
	Game _____	Console _____

Copy the coupon if you don't want to cut up this fine mag!

OZCON 5 - BIGGER & BETTER!

The annual Ozcon comic convention in Sydney was joined for the first time by a sister event in Melbourne this year. The events featured a number of acclaimed international guests and attracted over 11,000 eager fans over the two weekends in February. Dave Sim, creator of the epic Cerebus comics, was on hand the entire convention, signing and drawing sketches for his legion of Aussie fans, as was Garth Ennis, whose comic **Preacher** has also been receiving a lot of favourable attention. Other notable guests included Jamie Delano and fantasy artist extraordinaire Keith Parkinson. The contingent of locally produced comics has been growing steadily over the past few years and **Bug 'n' Stump** once again proved to be the most popular Australian title, despite facing stiff competition from the likes of **Greener Pastures** and the excellent **Platinum Grit**.

Two competitions were open to amateur artists from across the land, and gave us a taste of the amazing talent that is out there. In the model making competitions, the Sydney winners were: first - Shane Baker, for his stunning female Manga character; second - Richard Siellpen for The Crow, scratch built. The Melbourne winners were: first - Stuart Curran, for his Quark from DS9, and second - Jonathan Palermo.

In the art competition, entrants were asked to draw an Australian adaption of any existing super hero. The overall winners for this competition were: first - Leigh Rust for Oz Spiderman; second - Mark Anthony Hill for his Oz Wonder Woman; and third - William O'Mahoney for Oz Spawn. Among the scores of entrants were a number of names familiar to NMS readers, including Matt Chapman and Dean Giles. Well done lads!

We'll have a closer look at the Australian comics scene in a later issue.



PHANTASTIC PHANTOM PHREEBIES!

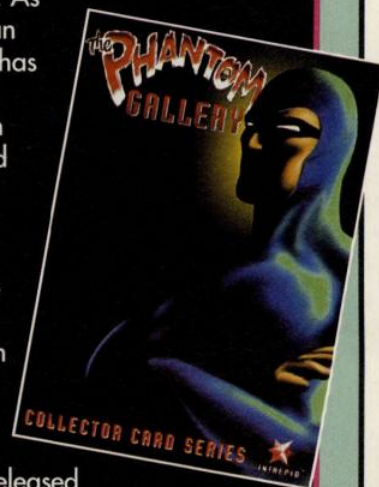
Those nice people at Intrepid Trading Cards have given us 180 packs of the new Phantom Gallery Collector Cards to give away and if you're one of the lucky few you'll receive five packs of your very own!

The cards contain original artwork by some of the world's greatest comic artists including Frank Frazetta, Jim Steranko, Bernie Wrightson, Dave Dorman, Simon Bisley, Neal Adams, Bill Sienkiewicz and Moebius. As well as all these, Australian Phantom artist Glen Ford has done a few special 'Past, Present & Future' Phantom cards which are embossed and finished with holographic foil. They're certainly set to be a collectors' item in years to come.

With the Phantom's 60th Anniversary back in February and the upcoming movie about the superhero due to be released

later this year they'll be selling out fast so if you want to get your hands on some of these great cards then send your name and address on a postcard to the address below! The first 36 names that we receive will win five packs of the cards - that's 35 cards in all! So get out your stamps and send in a postcard today!

Send name & address to:
NMS PHANTOM CARDS,
PO Box 14225, Melbourne,
MC Victoria 8001.



Intrepid Trading Cards
are available where all
good cards are sold.



TIME WARNER IN SEARCH FOR LOCAL TALENT

One of the world's largest entertainment companies, Time Warner Interactive, has recently set up offices in Australasia and is on the lookout for local developers of games for a range of platforms, including the Nintendo 64. "We're here to find new local developers and build a

market for our current and future products", said Australasian General Manager, Julian White. "One reason we opened in Australasia is to put Time Warner's marketing power behind locally developed products. Developers have to sell at least 50,000 units to recoup

their development costs. You can't sell this many in Australasia alone. Our international distribution lets them reach a huge global audience." News of such commitment to the local industry is always good to hear, and we'll keep you informed of future developments.

Starlight Foundation of Australia

STARLIGHT AND NINTENDO TEAM UP AT THE PRINCE OF WALES CHILDREN'S HOSPITAL.

The Starlight Foundation of Australia has opened an interim Starlight Express Room at the Prince of Wales Hospital in Randwick, Sydney, designed for kids facing an extended stay in hospital. Captain Starlight, supported by her favourite Nintendo characters, makes hospitals a warmer and happier place for sick kids who have to spend time there. Nintendo supports Starlight's Fun Centre Trolley programme by donating the SNES consoles and games. These trolleys are mobile entertainment units that can be wheeled up to a sick kid's bedside – right within arm's reach.

In case you hadn't already heard of it, the Starlight Foundation is a charity set up in 1988 to raise money for sick children all over Australia. They organise special events and days out to make someone's special wish come true. For instance, 15 year old Antonella, who suffers from Mitochondrial Encephalopathy and Epilepsy, always had a dream to meet Melissa George, 'Angel' from Home and Away. The Starlight Foundation's wheels soon began turning and they organised a visit from Melissa, armed to the teeth with flowers and autographed photos!

It's not just a local organisation either. Starlight received a distress call from Mark, a 17 year old Cystic Fibrosis sufferer, who had always wanted to meet metal band Metallica. Offices from the USA, Australia and London joined forces to arrange for Mark to see the band in concert... in London! After a stormin' gig, Mark was allowed backstage to meet his idol, Metallica drummer Lars Ulrich, and was given a pair of autographed drumsticks as well!

If you are keen to help someone who you think would benefit from Starlight's help, here are a few facts about this ace charity.

- The Starlight Foundation is a completely non profit organisation, set up by prominent businesses and sports personalities in 1988. It's funded within Australia for Australian children.
- Starlight grants wishes to children between the ages of four and eighteen who are unable to lead a full and productive life because of their illness.
- The charity encourages the entire family to be part of the wish and will cater for the needs of the family to enhance the wish experience.
- Starlight has over 200 volunteers who specialise in wish granting, fund raising and administration. All volunteers have to take extensive training in these fields.
- The Foundation does not want to be the biggest, only the best. They aim to help as many seriously ill children as possible, but to do so personally and with quality.

If you'd like to contact the Foundation, and support sick kids in hospital during Starlight Video Months (September/October, 1996) you'll find them at their National Office at:

Suite 2
3rd Floor
80, Chandos Street
St. Leonards
NSW 2065

Phone (02) 437 4311
Fax (02) 437 4634

ACN 003 627 183



**PRINCE OF WALES
CHILDREN'S
HOSPITAL**

The Children's Hospital at Randwick in Sydney is one of the most successful paediatric hospitals in Australia. They are there to treat and care for children who have serious illnesses such as cancer, leukaemia, heart failure, cystic fibrosis, AIDS and congenital diseases.

SPIDER's web

catalyst@popmail.dircon.co.uk



Beam me up Scotty! There have been some strange happenings here at NMS HQ this month. Spider's been working his way through the weird and wookie-infested world of Cult TV to bring you the pick of the sites relating to your fave shows.

A BIT OF CULT-URE

Over recent years the popularity for cult television has grown and grown. There was a time when the word 'cult' described TV shows that were produced in the 60s, boasted cardboard sets and were usually science fiction based. These days the sci-fi tag remains but there's now a whole new breed of programming that no longer has to put up with small budgets, dreadful scripts and poor acting.

Shows like Star Trek: The Next Generation led the way in the eighties but by the beginning of this decade cult TV had moved on to a higher level with The X-Files and Outer Limits winning the ratings wars worldwide. This move into more serious, dramatic programming meant that these shows were reaching a much wider audience than they had before. They began to gain widespread credibility instead of just being for the sad bedroom-based sci-fi loser.

It also appears that there are many programmes classed as cult that you might not have expected to see included in this category. Anything vaguely science fiction or fantastical is there. Shows with broad family viewing like Lois & Clark or Goodnight Sweetheart

seem to be included just because their subject matter is about a Superhuman or a time traveller.

Because science fiction has always been seen as a view of the

future, it was inevitable that technology's future – the internet – was to exploit its potential. There's so much stuff to do with cult TV and science fiction on the net that if we were to mention everything this would be a 400 page magazine with no game reviews so we thought the best way to approach this was to take a few of the most popular shows and guide you through their top sites.

MAKE It So!

The obvious starting point has to be Star Trek. It seems that Trek has been around forever and

now it's extremely well served on the Web. Anything you could possibly want to know about phasers, warp coils and temporal rifts is there but if you just search for "Star Trek" your search software might overload! You'd be better off choosing one aspect of one of the series to look for as there are always loads of links to other sites once you get started.

You'll find plenty of sites dedicated to Gene Roddenberry's universe and many of them have the complete low-down on characters, actors, production teams, etc. There's a huge choice of these sort of sites but one of the best is the official Paramount Pictures site dedicated to the latest Trek incarnation: Voyager

(<http://paramount.com>). The first time you visit this site you'll be sent straight to sickbay where the Emergency Holographic Doctor will give you a full medical! You'll be given a starfleet PADD and you just click on the panels to explore the ship. Because it's an official site, you'll find all the latest story outlines and pics as well as full actor details and background info. If you think you're a real trekker then you can always undergo a crew evaluation. Answer about ten questions about

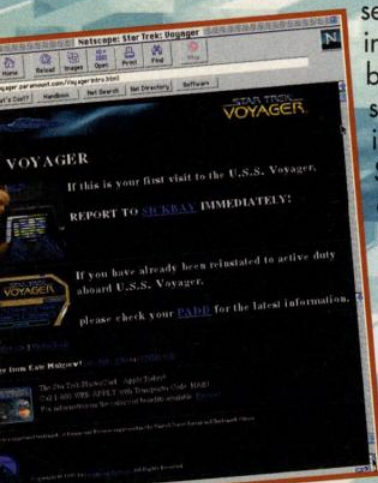
Voyager and if you get them all correct the doc will clear you for duty and your name will be added to the list of honorary crew members!

DENY EVERYTHING

The X-Files has got to be one of the biggest surprise hits in recent years and since even its earliest days there has been a huge amount of interest in this paranormal, extra-terrestrial show. Needless to say, there's a heap of sites dedicated to our favourite FBI agents but, once again, it's an official site that's one of the best (<http://www.thex-files.com>). This is a really comprehensive location including the usual range of episode guides and actor biogs. As well as this there's a Fan Forum and a great merchandise area that has stock you'll only find on the net. So if your world is empty

without an exclusive X-Files watch then this is the place for you! There are interviews with the cast and crew as well as a whole lot of great links, some of which are to non-TV sites like the Roswell Incident Alien Autopsy Pictures!

Like many of the Trek sites, there's also a chance here to prove how dedicated a fan you really are. So if you're a real X-Phile you can answer some incredibly complex questions and be rewarded with an X-Q score!



site of the month

Is It A Bird?

Superman has been a comic book hero for decades but it was only a few years ago that he was resurrected on American TV to become a huge cult success in *Lois & Clark*. The third season of the dynamic duo's adventures is currently showing on Channel 9 so we thought we'd let you know about one of the best sites dedicated to the show. You'll find it at <http://paradise.net/~jose/lc/lc.html> and it's a nice looking site that, despite the high picture content, downloads fairly quickly.

As well as plenty of pics and sounds to download (including the whole theme tune and opening titles) there's a lot of background info on cast and crew and even some links to comic book sites to check out the Man of Steel's origins.

worth a look

Here are a few more Cult TV and SF sites worthy of your attention.

Klingon Language Institute <http://www.Kli.org/KLIhome.html>

Outer Limits Home Page
<http://www.mgmua.com/outerlimits/doors.html>

Australian Dr Who Web <http://www.canberra.edu.au/~scott/DrWho/wholinks.html>

Star Wars Links Page
<http://www.pitt.edu/~mprst6/starwars.html>

Twilight Zone Home Page <http://home.ptd.net/~jseward/tzenter>

General SciFi Links Page
<http://www.nova.edu/Inter-Links/scifi.html>

<http://muse.cs.mu.oz.au:8089/xfiles2.html>



Although there are plenty of X-Files sites on the net we've chosen this one for Site of the Month simply because it has an Australian bias. The X-Files Down Under site is a really comprehensive source of X-Files information, pics, sounds and links.

The site has eight main areas to explore, the first of which is 'Episodes'. Here you'll find all the usual episode guides including full reviews and ratings of each episode and discussions through the Newsgroups. The next area is 'Characters' and, again, all the usual stuff is here. What is quite good is that even the most minor characters are

there complete with biogs and pictures including Samantha Mulder and all of Scully's family. The same is true of the 'Actors' section with even irregular actors like the man behind 'Deep Throat' present.

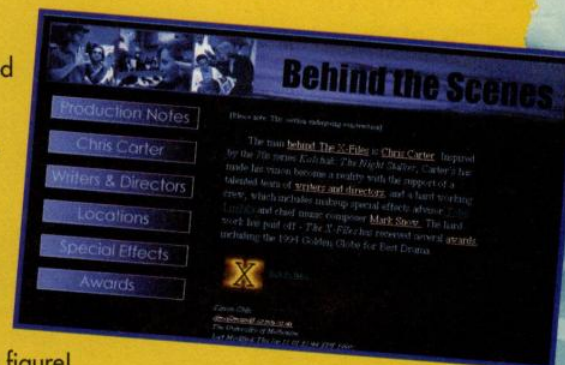
One great area is the 'Behind the Scenes' section. Here you'll be able to read production notes and background info on the writers and directors including the man who started it all, Chris Carter. There are also bits here about the locations used for filming and the special effects techniques.

The 'Multimedia' area is a nice touch and is dedicated to downloadable stuff. There's a huge array of sound clips, videos and stills and for those running MS Windows there's even a screen saver!

The 'X-Phile' area is, as its title suggests, especially for the fan related side of The X-Files. Fan clubs and mailing lists are here along with a run-down of forthcoming events. The seventh area meanwhile is the 'Creative' area which contains fan fiction and comic book info as well as some humorous tongue-in-cheek looks at Mulder and Scully. You'll also find the merchandise section. You too can be the proud owner of a Mulder action figure!

'Miscellaneous' is the last area and basically contains anything that doesn't fit in any of the other sections. There are bits from magazine articles and general info including quotes and schedule information.

There are usually some special features on the main page too and when we looked there was an enormous downloadable pic of David Duchovny and Gillian Anderson together in bed! Takes ages to download but all good things come to those who wait!



coming soon

MANGA MADNESS!

Get ready for next month's SPIDER's web if you're into Manga and Anime. We'll be separating the men from the boys in the world of Japanese animation so watch this space!

EXCLUSIVE!



rare revelations



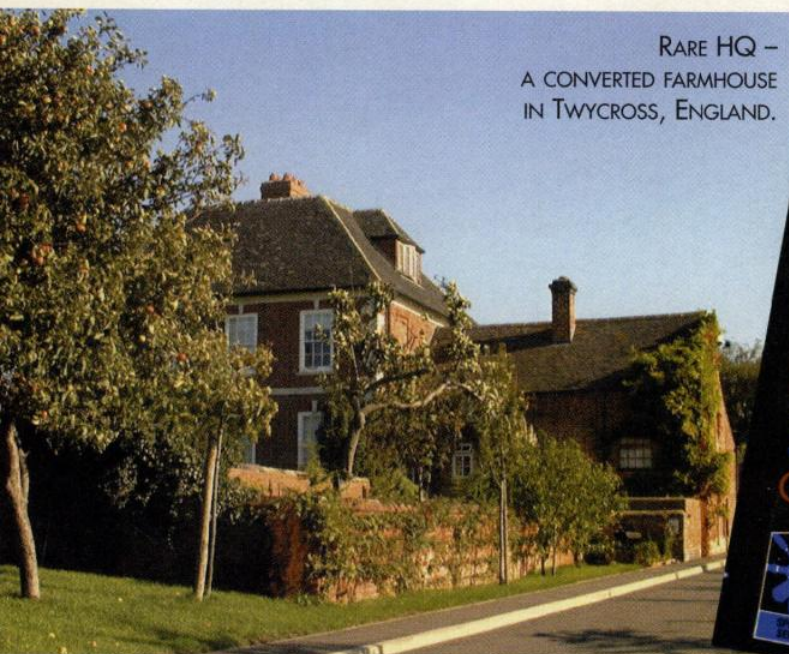
Way back in the mists of time when the NES was but a babe, two brothers in a sleepy little village in England decided they wanted a piece of the action. From humble beginnings, Chris and Tim Stamper have taken their company Rare Limited to the heights of the video gaming world bringing us such classics as Donkey Kong Country and Killer Instinct on the way. Lou Lawler travelled to the heart of England to talk with the Rare boys and get the lowdown on their beginnings, their influences and their future plans.

in the beginning...

Originally trading under the name of Ultimate, the Stamper brothers had a string of highly acclaimed and very successful games for the Sinclair Spectrum. Later branching out on to machines like the Commodore 64 and the Amstrad, Jet Pac, Sabrewulf and Knightlore were players' favourites in their day. But when this market started to wane the boys began to look for other directions for their talents. At about this time the NES began to show its face and a crucial decision was made.

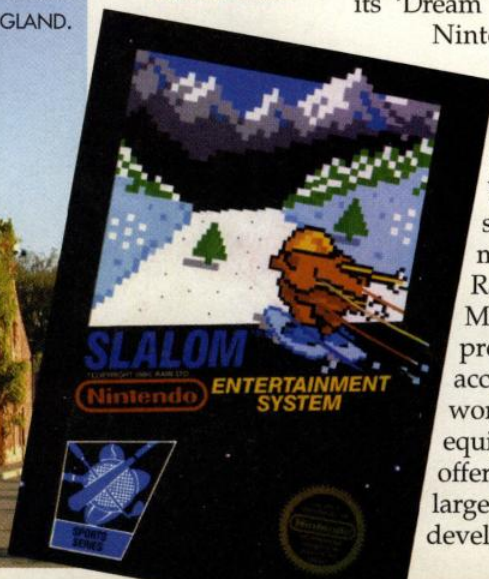
"Tim & Chris are great fans of Nintendo's earlier games, like Metroid and Zelda."

Although today Rare work hand in hand with Nintendo it was not always so. Back in the early days the big boys in Japan were really reluctant to let any official Western development take place for the NES. In fact, Chris had to take an 8-bit machine apart and 'reverse-engineer' the whole system to allow them to produce a game! Luckily all this technical wizardry paid off and when the brothers presented their first NES game, Slalom, Nintendo were so impressed they published it and made them the first Western company to be official developers for the system. After this somewhat cheeky start Rare was born and a great partnership has since thrived.



RARE HQ –
A CONVERTED FARMHOUSE
IN TWYXCROSS, ENGLAND.

THE GAME THAT
STARTED IT ALL!



The Rare and Nintendo partnership has been so productive over the years that when Nin decided to put together its 'Dream Team' to develop for the Nintendo 64 the first people they approached were Tim and Chris. They invested a 25% share in the company enabling the boys to begin building a state-of-the-art development facility. Simon Farmer, Rare's Nintendo Production Manager, told me "when this project is complete it will accommodate over 200 people working with the very best equipment the industry has to offer. We will be one of the largest entertainment software developers in the world".

getting it together

When a new game hits the streets it's not often that we stop and think about what has gone into it. A game as complex as Donkey Kong Country needs some serious development and DKC2 and Killer Instinct each took about 13 months to produce! Long before the cartridge is assembled and the packaging designed, a small team will sit down and thrash out their various ideas for a new title. The process is long and many things need to be discussed, as Simon Farmer explains:

"There are a number of considerations to be made when deciding what games we are to develop. The first step is the basic idea for a game, then you have to decide what platform the game is to be developed for and what its technical limitations are. We have to decide

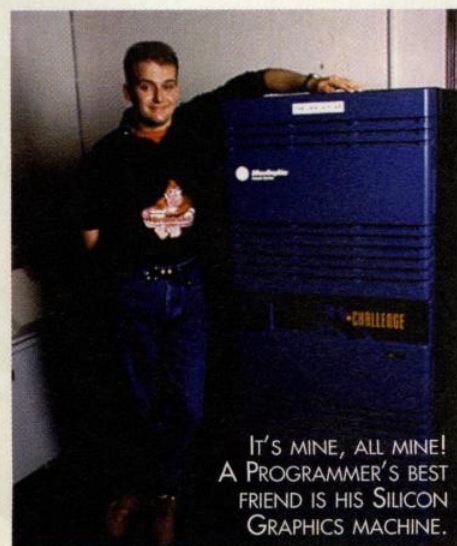
whether the game is commercially viable (will it sell?) and whether we have the available resources to do it."

There's a real team spirit at Rare and everyone is encouraged to throw ideas into the pot. Each project is carried through from conception to completion by a team of between five and 15 people and although each project is given a target completion date at the start there are always "factors that crop up" to alter this!

Generally, all the designers and programmers will work on a variety of projects and when they've completed

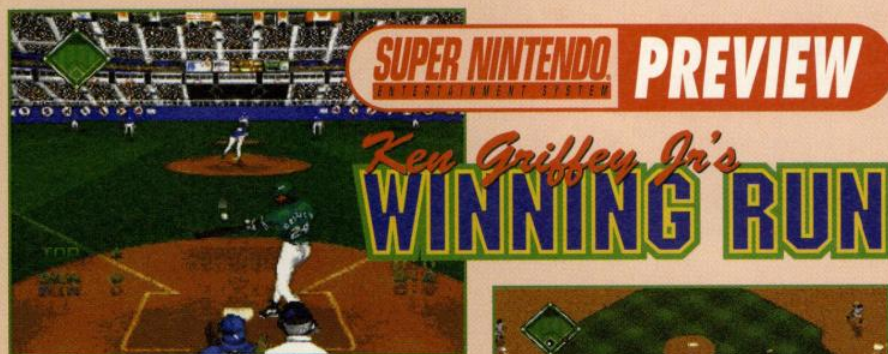
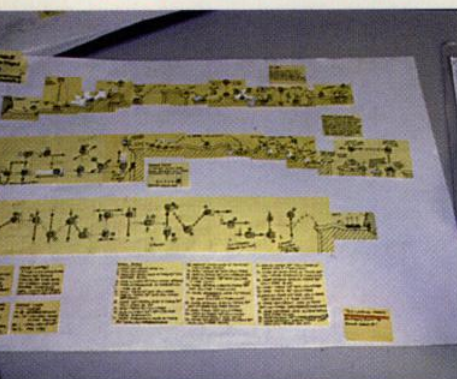
one the aim is that the next project they work on is completely different to the last. This means that, while they each have their own personal favourites, everyone in the company gets to work on a broad range of titles. Sometimes though there are a few people in a team who'll stay together to create the sequel which allows them to put in all the little niceties they had to miss out originally!

"We don't do a great deal of research... good game designs are universal."



IT'S MINE, ALL MINE!
A PROGRAMMER'S BEST
FRIEND IS HIS SILICON
GRAPHICS MACHINE.

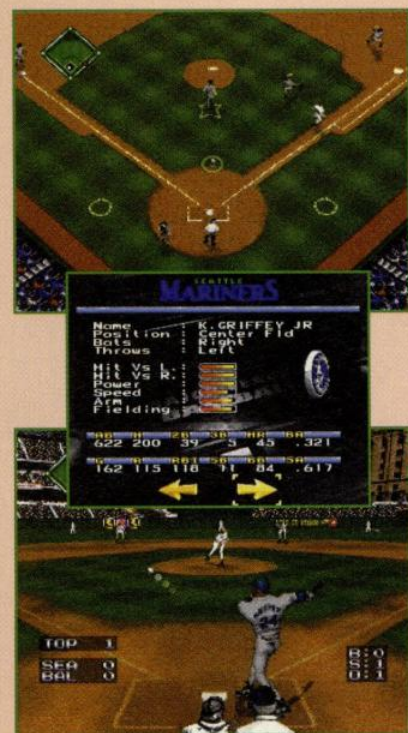
PLANNING IS EVERYTHING.
ALL GAMES ARE PLANNED OUT ON A
STORYBOARD LIKE THIS LONG BEFORE ANYONE
IS LET LOOSE ON A COMPUTER TERMINAL.



Ken Griffey Jr, one of the best baseball players of the decade, has given his name to the new sports sim for the SNES: Winning Run. It's due for release in late April and Rare have employed some of their best computer modelling techniques to produce a game that looks and feels like the real thing. As Dan Owsen of Nintendo says: "You'll have everything but the hot dogs!"

Although this is the sequel to Major League Baseball, it's an entirely new game. Fully rendered players in real stadiums do battle in a complete range of game scenarios including a Home Run Derby. The most impressive thing about this game is that, if you can hack it, there's a full 162 game season that up to eight players can compete in. Don't panic - there's a battery backup facility there too!

Add to all this an unparalleled realism that includes puffs of dirt, speed streaks from each pitch and player stats that update as you progress and you've got quality never before seen in a sports sim. It just can't get any better than this. Can it?!



market forces

As video gamers are different the world over I wondered whether Rare have to consider this when developing for different markets. Apparently not: "Generally speaking, good game designs are universal and there really is little need to change things for different cultures." Of course there has to be text translation for some titles (DKC for instance) but a lot of the games need no alteration at all. It appears that an Ultra Combo is the same in France, Australia, Japan and England!

"For the most part, all our game ideas, characters and designs are our own."

sex & violence

Other potential problems facing developers are the issues surrounding violence and sexism. Many parental bodies feel that some console games have unacceptable levels of violence but how do Rare view this problem? "We have a very neutral view on current game-related issues," says Simon Farmer. "In our view, gameplay is far more important than worrying about whether our games are politically correct. We never deliberately introduce overtly violent, sexist or racist elements into our games, but concentrate on making games appeal to their intended audience."



PREVIEW ARCADE

KILLER INSTINCT 2

As we told you in last month's News, Killer Instinct 2 for the arcades is on it's way! Rare, Midway and Nintendo have joined forces once again to bring you an all new fighting game that pushes Arcade graphics and gameplay to its limits.

Eleven powerful characters, including four brand new fighters, compete in and interact with fully rendered 3D backgrounds. On several backdrops the weather changes while on others the elements explode when a player is combo'd into them. A re-designed Power Bar enables characters to perform Super Moves and the Combo-Breaker System has been re-vamped too. You can perform fake attacks to force your opponent into a fatal move and Rare have included two new throwing types, one of which has never been seen in a video game before.

There's a breathtaking number of new combo moves and the Combo Counter will give you detailed information on the amount and type of damage you've inflicted. You'll also get loads of stats at the end of every fight to help you improve your performance. The new dash and turn through moves let you surprise an opponent and strike more quickly than ever before.

The detail in each of the characters and backgrounds is up to Rare's usual standards with graphics so realistic you can watch their hair moving in the wind and see them breathing! Here's hoping the N64 version will be as good!



musical influences

Of course the idea and planning of a game is only the beginning. At Rare every aspect of a title is produced in-house. Even the music is put together on site. The company's musicians make every effort to ensure the sound effects and music fit the game and create the right atmosphere. "For many developers sound is one of the last considerations in a game's development; at Rare we feel it is as important as any other aspect". This dedication to getting it right has certainly paid off on many occasions. Everyone was so impressed with the Killer Instinct in-game music that the company even decided to market a CD with it on!





on to the shelves

When a game is complete it's time to hand over to Nintendo who will put packaging and instruction manuals together along with an advertising and promotional campaign. Although Rare have a say in this process, Nintendo handle most of the work and Rare feel that "no-one could do a better job for us". This of course leaves them free to get on with the business of game development.

a perfect partnership

Rare have very close ties with Nintendo but there are many other companies out there who don't have such a profitable relationship. In 1994, for instance, Nintendo attempted to sue another English software house Codemasters, and American toy manufacturer Galoob. They claimed that the Game Genie, the innovative device created by the two companies, was a breach of their copyright. Nintendo lost and the 'little guys' won several million dollars in a real David and Goliath situation. Despite the fact that Rare have such close ties with Nintendo, they still have "a great deal of respect" for these smaller independent companies who take on the 'big boys'. They feel, however, that they have "greatly benefitted from working and co-operating with Nintendo, rather than trying to fight against them".



MEETINGS, MEETINGS AND MORE MEETINGS!
THE RARE CREW GATHER ROUND FOR A BIT OF A BRAINSTORMING SESSION!

"Killer Instinct broke Donkey Kong Country's record of the fastest selling video game of all time!"

PRACTICE MAKES PERFECT! ALL RARE'S GAMES ARE VIGOROUSLY TESTED LONG BEFORE THEY'RE SENT OFF TO NINTENDO FOR APPROVAL.



THE VIEW FROM THE TOP!
RARE'S OFFICES ARE SET IN THE HEART OF THE ENGLISH COUNTRYSIDE.



life in the old nes yet?

Although it was the NES that started Rare off, the company accept that there's little life in it now. As they point out, even Nintendo have stopped production of both hardware and software, but Rare still intend to produce carts for both the SNES and the Game Boy for the foreseeable future. Despite the advent of the Nintendo 64, they're sure that "it will be a few years yet before these markets shrink to a size where we can afford to ignore them".

looking to the future

That doesn't mean they're not doing all they can to produce the finest games for the N64. At the Shoshinkai Show in Japan at the end of last year their two latest projects were on display in demo form. Goldeneye 007, a 64-bit conversion of the latest Bond film, and Blastdozer were both particularly well received. As well as these titles, Rare are planning a new Killer Instinct cartridge specifically for the new machine. They plan to fully utilise the increased power and graphic abilities of the new console and are confident that the Nintendo 64 "represents a serious advance over the Saturn and the Playstation".

The company's views on the future of the industry as a whole reflect this positive approach to new projects. They see the Nintendo 64 reaching the

same heights of popularity in five or ten years time as the SNES enjoys now. But by the same token, they don't think the game ideas themselves will change greatly over this period. "Certain game genres will always remain popular and continue to develop. There will be new genres, but whether they retain the same popularity as the older ones, only time will tell."

in the distance

In the more immediate future there's still work to be done for the SNES (they have a new baseball game out soon) as well as arcade work such as Killer Instinct 2. But where do Rare feel the long-term future of home entertainment lies in areas such as Virtual Reality for instance? "Home Virtual Reality isn't yet an option as the technology and price just aren't within the range of the consumer at the moment" explained Simon. "Inevitably, over time, this situation will change, but I feel VR will be supplementary to the video games industry, another aspect of it, rather than dominating it."

Having said this Rare feel that, although they are not working on one at the moment, at some point they may even develop a game for the Virtual Boy system.

I also wondered what they felt about the expansion of the Internet and the

possibility of interactive games across the Web. "Interactive games on the Net have some merit and, again, when the technology improves it will become yet another aspect of video games." At present they are planning their own Company Home Page and when this is on-line we'll be sure to let you have the details.

But whatever happens over the coming decade and beyond, rest assured that Rare will be up there breaking new ground and setting new standards.

"At Rare we are very much prepared for the future, and have a number of on-going projects in the pipeline that ensure, whatever the outcome, we'll still be in a leading position in the future."

GOLDENEYE

Although there was much positive reaction to the advance viewings of Goldeneye 64 at the Shoshinkai Show last November, we were sceptical about how good yet another film conversion could be. So we threw down the gauntlet and asked Rare just what's so great about this anyway?

The obvious thing to say about it is that it makes full use of the N64's capabilities by having a fully 3D environment for Bond to explore. But as well as just looking nice, Rare have gone all out to make it an extremely challenging and playable game too.

You'll have a number of missions to complete, some taken from the film and some new, and the way you



BLAST DOZER





NINTENDO 64

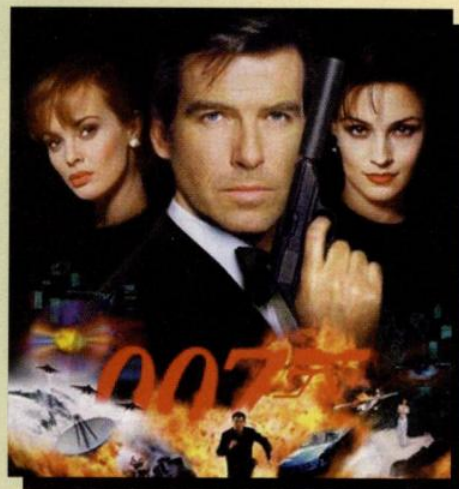
PREVIEW



complete them is very important. Enemies will react to the amount of noise you make and if you ignore orders not to kill you'll find it nearly impossible to complete the mission. Sometimes you'll be given a full briefing and other times you'll have to rely on your intuition to get by. There'll be no ammo bar on screen so you'll have to keep track quite carefully but if you do run out of bullets you'll be able to use chairs or fire extinguishers from the backgrounds as weapons too!

The polygonal backgrounds will also react to any damage they suffer. Stray bullets will mark the walls while glass windows will shatter and wooden tables will splinter. But you should have no excuse for damaging the furniture as the gun will be controlled with the joystick and joypad trigger button on the new N64 controller, making it easier and quicker to aim.

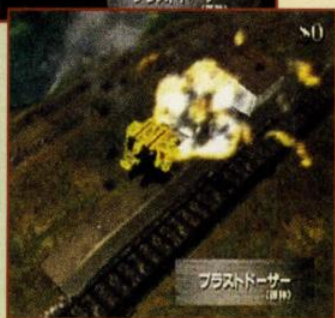
Add the option of a multi-player link-up and real locations straight from the film and you've got one excellent looking game that's most definitely Licensed to Kill!



NINTENDO 64

PREVIEW

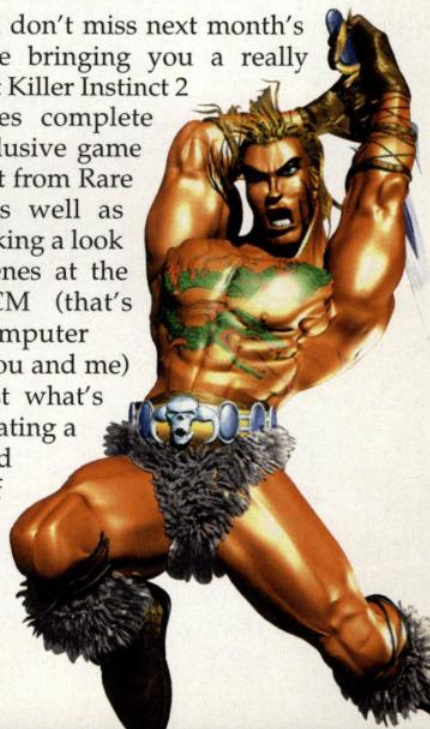
The original concept for Blastdozer was one that had been floating around the Rare offices for some time and Chris Stamper, along with a team of other designers, came up with the idea of using diggers and demolition equipment as the basis of a game. Most of us have had toy dumper trucks as kids and know how they work so Rare thought that the idea of destroying buildings and huge structures would appeal to the little vandal in us all!



The storyline for Blastdozer provides an excuse for all this mass destruction as you lead a demolition company trying to clear a path through cities and towns to a runaway nuclear transport vehicle to bring it under control. Racing against the clock, you'll control a range of dozers and have a chance to get rid of all that pent up aggression!

Coming soon...

Make sure you don't miss next month's NMS! We'll be bringing you a really detailed look at Killer Instinct 2 for the arcades complete with some exclusive game footage straight from Rare themselves. As well as that we'll be taking a look behind the scenes at the world of ACM (that's advanced computer modelling to you and me) and seeing just what's involved in creating a fully rendered masterpiece of a game like Killer Instinct or Donkey Kong Country.

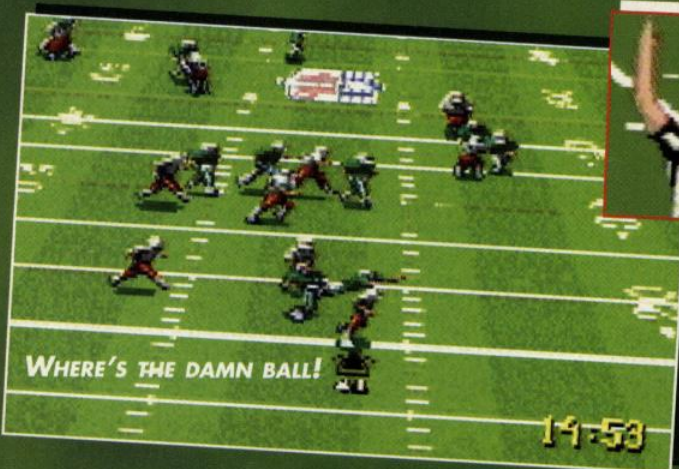
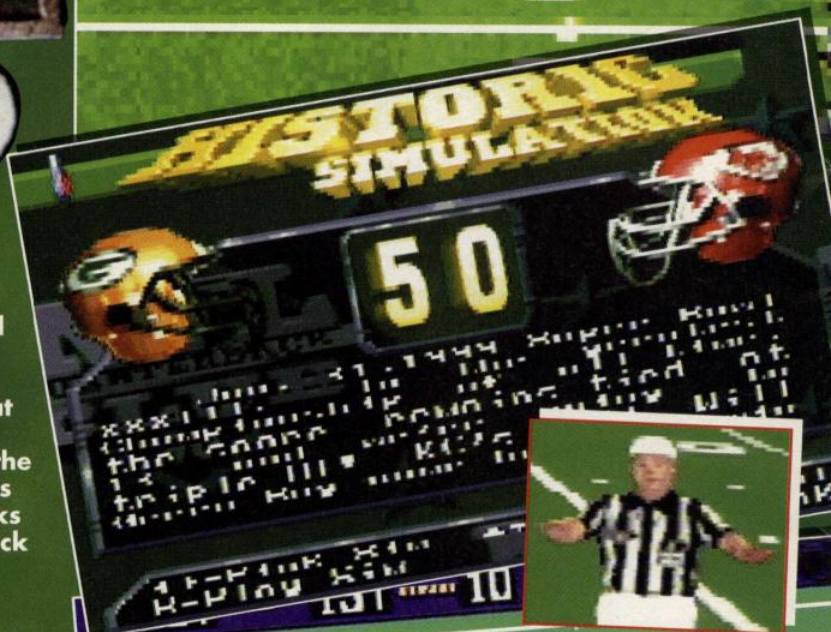


NFL QUARTERBACK CLUB 96

I remember the first time I played an American football videogame way back in the deep, dark early eighties on an old Atari. Not surprisingly this looked absolutely nothing like American football and more like interference on the TV! As the years passed, the games got slightly better and then came the mighty Madden series that blew everything out of the water with its realistic movement and almost limitless play options. After the disappointment of Madden '95, American footy fans have been looking for a fresh challenge, which looks like it's finally arrived in the form of NFL Quarterback Club '96. Acclaim's new sports sim threatens to overthrow the fat bloke as king of the Grid Iron!

IT'S A TIGHT END!

The 24 MEG cart holds a complete truckload of passing and running plays as well as every team in the NFC and AFC. You can choose any one of many game play options, ranging from Practice Mode, Season Games, Tournament or the Pro Bowl which pitches the best of the NFC against their AFC rivals! In the Pre-Season Mode after you select your team there's even the option of choosing the quarterback who will be controlling things out there on the field!



WHERE'S THE DAMN BALL!



TOUCHDOWN!

Graphically speaking, the game looks excellent with smooth action sequences and an altogether faster gameplay style. You also have the option of turning the audibles on to hear the quarterback yelling the instructions to the rest of the team. If you are one of those players who plays by statistics, you can pause the match at any point to check up on your team's passing and running rate, tackle ratios and yardage gains or losses. If someone's not producing the goods, there's also the option to substitute them!

... AND BEND
... AND STRETCH!

WHERE'S THE CHALLENGE?

Sadly, for this outing of Quarterback Club, the Quarterback Challenge has been dropped. This was great fun to play but a bit limited in the gameplay. In '96 it's been replaced with the Practice Mode which allows the prospective champions to hone their skills to perfection before the big game! As well as passing plays, there's the option of practising running moves, special teams, defensive plays and even punts and field goal techniques.

IT'S A SNAP!

When you've got the basics sorted out, you can have a blast on the Simulation Game, which re-enacts situations from dozens of real games past and present. They normally start with the scores level as overtime is played, so it's a race against the clock to decide the right plays before the time runs out!

IN THE END ZONE!

For all you lucky people that own a multi-player, there's the option of a whopping five players playing a match at any one time! On an offensive play you can fight to the death to decide who's going to be the quarterback, and once that's sorted the others can select either wide receiver or running back as their positions. For defensive plays, you can be pretty much whoever you want, though it's best to take a position right on the line of scrimmage with a view to sacking the quarterback!

We reckon Quarterback Club '96 could become the definitive American Football game. It looks ace without falling short on options and playability. Keep on the ball and watch out for a full review in the near future!

CAN YOU GET CHANNEL 9
ON THAT AERIAL?

GAME DATA

- GAME: NFL QUARTERBACK CLUB '96
- BY: ACCLAIM
- RELEASE: OUT NOW
- GAME TYPE: SPORTS SIM
- PLAYERS: 1-5



PREVIEW GAME BOY

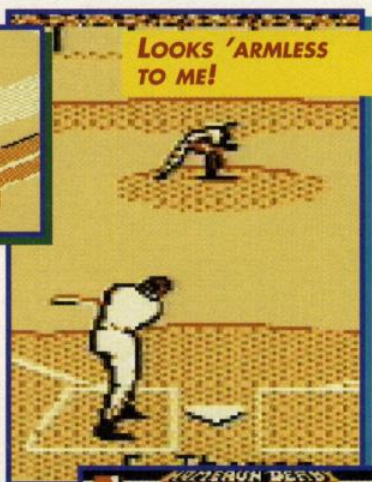
FRANK THOMAS



Step up to the plate and get ready for a fast ball. Frank Thomas Big Hurt Baseball is out on the Game Boy and Acclaim seem to have included everything that appears on the SNES version. All the option and statistics screens are there as are the detailed pitching and batting controls.

SO REAL IT HURTS!

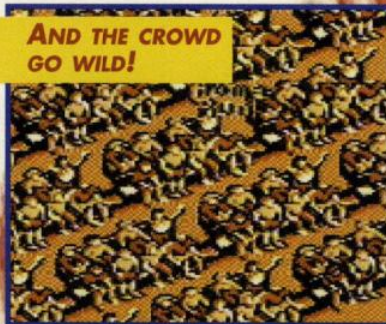
With over 700 MLBPA stars to choose from and all the top teams in both conferences, the detail is what makes this game so promising. Every possible option that you'd find in a real baseball game is included but unlike many other detailed sports sims the gameplay and player movement doesn't suffer because of this. The motion capture techniques make the pitching and fielding look good and the chance to practice your batting comes in really useful!



HOW LONG HAVE YOU GOT?

Another feature is the ability to choose what type of season you want to play and how long you want to play it for. Go for a standard length season or try an adjusted '95 schedule. You can even pick the best players across the whole country to assemble All-Star Teams and pit them against each other. If none of these options appeals then you can always try the Home Run Derby where players of your choice compete to see who can hit the most homers!

AND THE CROWD GO WILD!



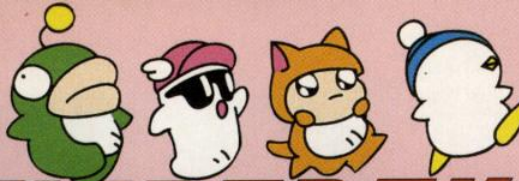
UP ON THE MOUND!

Our pitchers are limbering up and polishing their bats to bring you a full review of this soon.

GAME DATA

- GAME: FRANK THOMAS BIG HURT
- BY: ACCLAIM BASEBALL
- RELEASE: OUT NOW
- GAME TYPE: SPORTS SIM
- PLAYERS: 1





HEBEREKE'S POPOITTO

SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

As we mentioned in last month's news pages, Hebereke's Popoitto from Sunsoft is on its way. This brand new puzzle game took Japan by storm and is set to do the same over here.

Looks familiar!

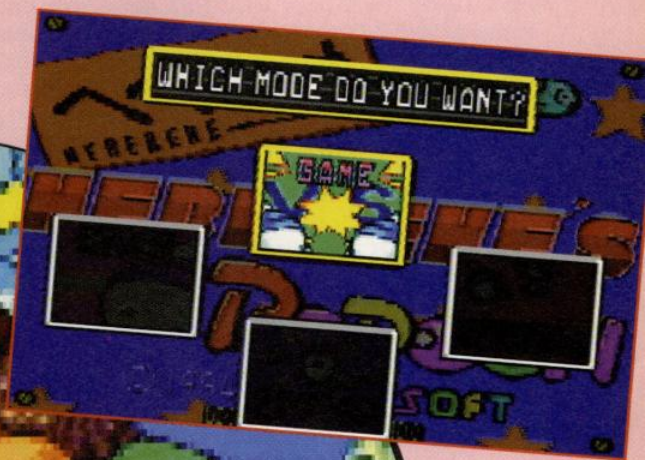
OK, so it looks like Tetris and plays a bit like Tetris but at first look it seems to have a bit more to it. There's actually a story behind it for a start which makes a change for a puzzle game. Also, the option and game screens are bright and colourful and the music's really up-beat and cheery.

The Game's the Thing!

The actual gameplay is very similar to Tetris in that you have to align groups of falling coloured shapes in such a way that you make some of them disappear. In order to win the game you must remove all of a certain type of shape in your area. There's a choice of four different coloured characters and you can choose special attacks as well.

Levelling Off!

You can start at any one of the five levels of difficulty and you can also choose to handicap your opponent (whether it's the computer or a friend). As you work your way through the levels in the one player game, you'll see the story unfold. Each time you complete a level you'll get another episode.



The general look of the game seems much better than the average puzzle game and the gameplay itself is taxing enough, even in the early levels, to keep the most experienced puzzler interested. If you can't find it in your local Nin store it's probably because it also goes by the name of Hebereke's Popoon! Look out for a full review soon.

GAME DATA

- GAME: HEBEREKE'S POPOITTO/POPOON
- BY: SUNSOFT
- RELEASE: TBA
- GAME TYPE: PUZZLE
- PLAYERS: 1-8



SUBSCRIBED YET?!
TURN TO PAGE 67 FOR YOUR
CHANCE TO BE A WINNER!

MEGA MAN X2

He's small, he's blue and this time he's had enough! That man of the Mega variety is soon to return to the SNES in Mega Man X2, on yet another dangerous mission! In the last outing our hero thought that all the maverick Reploids had been destroyed, but a new brood of bad guys have been detected in an abandoned production factory. A special force of maverick Hunters has been dispatched to the factory, but only Mega Man X has managed to break the defences at the front of the factory, and must set about destroying the reploids before they plan an invasion!

ALL CHANGE!

Last month we panned Mega Man 7 for not offering us enough variety, but it looks like Capcom have returned with a vengeance this time. Mega Man X2 certainly looks the business from what we've seen, with better graphics, faster gameplay and some of the best looking level bosses around at the moment!

LOOKIN' GOOD!

This platform shoot 'em up doesn't seem to have changed much in terms of gameplay, requiring all the usual timing for difficult jumps and fast hands on the fire button. But with the addition of the new C4 graphics chip, the whole thing looks much better, with added detail in the backgrounds and much faster gameplay. There also seem to be a lot more pick ups than in previous Mega Man incarnations. This should add to the whole appeal as previously only a very highly skilled games player could actually complete the game. Capcom now look as if they might have got the balance right.

THAT'S A LOAD
OF BALLS!

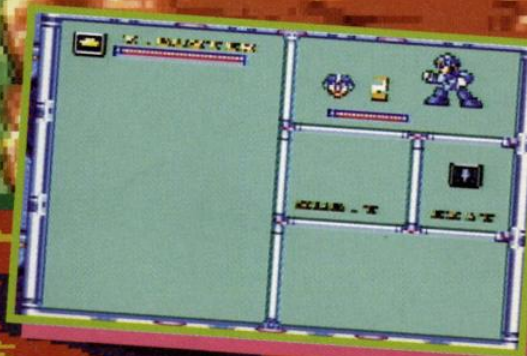
GAME DATA

- GAME: MEGAMAN X2
- BY: CAPCOM
- RELEASE: TBA
- GAME TYPE: PLATFORM/SHOOT 'EM UP
- PLAYERS: 1





THAT'S ONE HELL
OF A MOSSIE.



GUNS 'N' AMMO

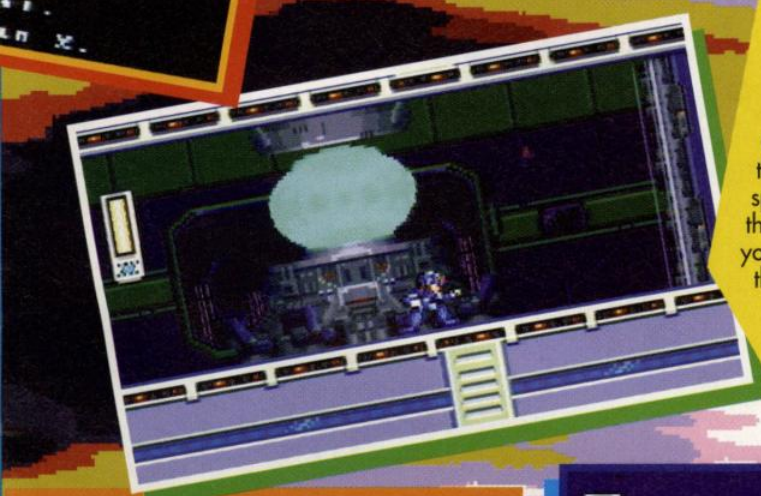
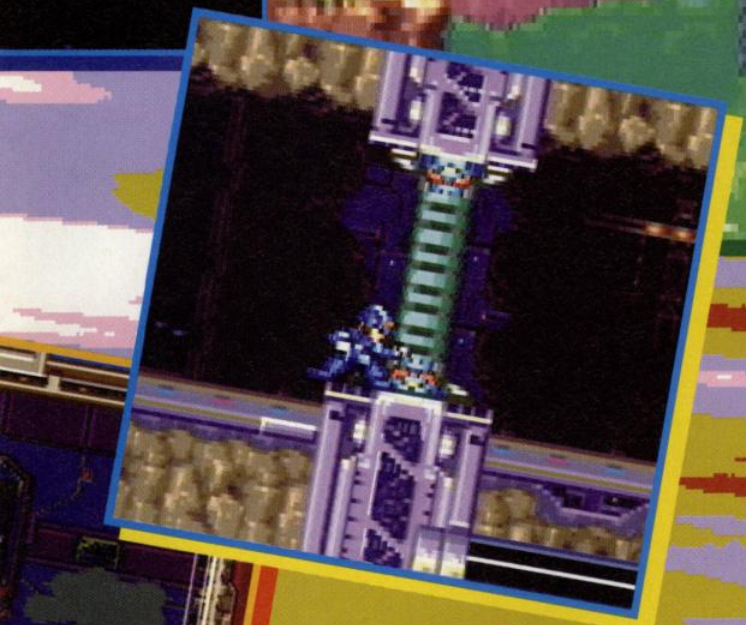
As you tear-arse around the levels blowing up all and sundry, you'll come across plenty of pick ups. These include armour capsules, extra energy bonuses and occasionally an extra life if you're really lucky! You can earn an extra weapon once you complete a level, so by the end of the game you should be a one man killing machine. Mega Man's X Buster is still as potent as ever after all these years, with shots ranging in power from pea shooter standard to super charged nuclear blasts! Feeling lucky, punk...?

BODY SUIT OR BODY BAG?

On certain levels there are some special vehicles to help you negotiate those tricky courses, such as the Mobile Attack Cycle, which sends you speeding across the terrain blasting anything that gets in your way. Best of the lot is the Mobile Attack Armour, a kind of walking body suit that gives you total invincibility against bad guys as well as protecting you against the harsh environment.

Graphically, the game looks much better than its predecessors, and while the gameplay is still very much eighties arcade, the whole thing seems to have been given a good wash and brush up for the 90s gamer.

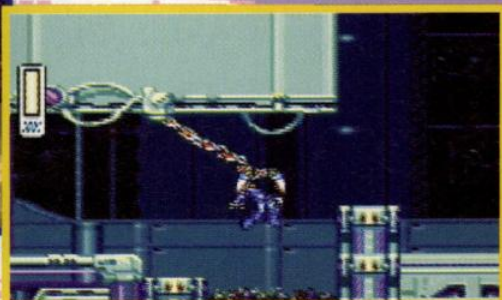
We'll give you a full run-down soon.



STAIRWAY
TO HEAVEN?



YOUR TOPSOIL NEEDS A
BIT OF COMPOST MATE.



YOUR TURN TO PUSH!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** Acclaim
- **RELEASE:** Out Now
- **GAME TYPE:** Adventure

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 5
- **OPTIONS:** Character choice

GAME INFO

- **GAME ORIGIN:**
Surprise, surprise,
it's a film conversion!
- **GAME DIFFICULTY:**
Hard as nails
- **FIRST DAY SCORE:**
Quarry
- **ALTERNATIVES:**
Prince of Persia, Aladdin

GAME CONTROL

- **RESPONSIVENESS:**
Good

A Parry

B Jump

X Dagger thrust

Y Sword Swipe

L/R Nothing

S Start: Start/Pause
Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** Software Creations
- **DISTRIBUTED BY:** Roadshow New Media
- **MADE IN:** UK

CUTTHROAT ISLAND

Right then you scurvy landlubbers! Get those buckles well and truly swashed, scrub the decks and get ready for CutThroat Island, Acclaim's new action adventure release! Can our heroes get to the treasure before the evil Dawg Brown or Governor Ainslee? Will Morgan ever find a shirt that fits? Who the hell cares? Just get on with the review!



FRILLS AND SPILLS

The story starts in 1688. An age when pirates ruled the seven seas; when men were men and parrots were nervous. However there's always one exception to the rule, and in this case it's Morgan Adams, notorious lady pirate and 17th century super-babe! She's been given a piece of a treasure map by her father, and is pretty keen to get her hands on all that lovely loot! Only one problem though, there are still two pieces of the map to be found and Morgan's not the only one looking for them. The most feared pirate of all, Dawg Brown, will stop at nothing to find the treasure and Governor Ainslee of Jamaica has sworn to stop them all!



KEEP THAT WAGON SCROLLIN'!

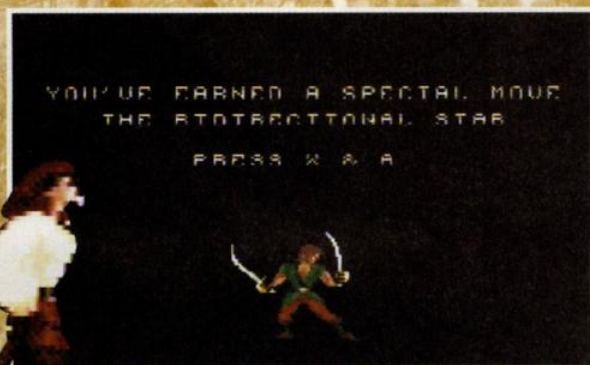
The next stage sees you and your partner take control of a quarry cart and go racing up and down the slag heaps, smashing into hapless guards whilst avoiding trees, boulders and fat blokes who use their strength and blubber to stop the cart! This is possibly the most annoying stage in the game, as it takes quite a few runs to successfully negotiate the course. The air around the NMS offices is still blue with the curses of failed attempts!

GO TO JAIL. DO NOT COLLECT MAP.

The game starts with Morgan languishing in jail, where she hires the services of Shaw the swindler to help her in her quest. But first they have to escape from the prison guards and the evil clutches of the Warden, a strange looking guy who wields an axe which doubles as a musket! The guards don't offer much resistance, a few well timed swipes with the cutlass should do the trick, but the Warden is a more tricky opponent. Charging in with flashing blades is suicidal, so crouch down underneath his line of fire, wait for him to shoot and then stab him. Once he's out of the way, you're free to go! This level is perfect for practising your moves in preparation for harder fights ahead. You can also choose to be either Morgan, who is graceful and agile, or Shaw who prefers a wilder, more unorthodox fighting style.

DAGGER-DAGGER-DAGGER

As you arrive in the town, Dawg Brown and the Governor have set up a special welcoming committee for you, which doesn't include a slap up meal and a place to stay! This is where your sword fighting skills will be tested to the limit. As well as all the villains to contend with you must also find Dawg Brown's hideout and take care of his evil accomplice, Captain Snelgrove. This black-hearted swine whips you with a chain, so a sound defense is essential!

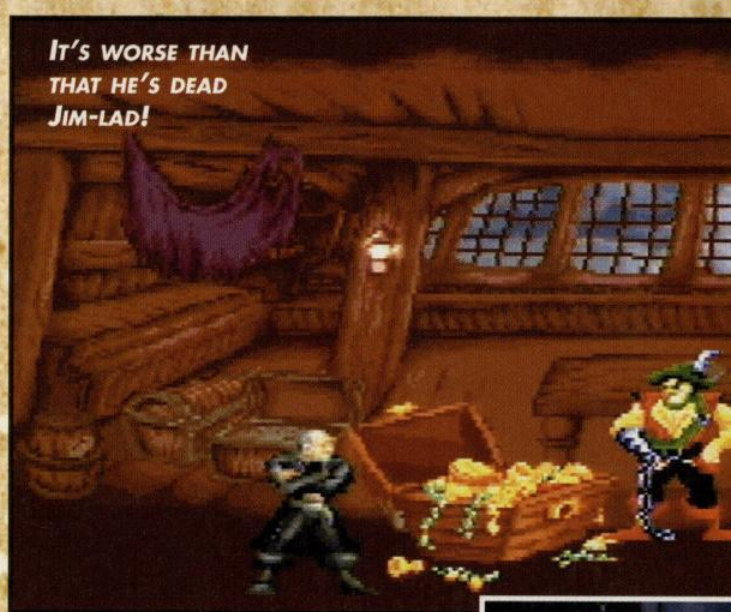


MIND THAT CHEST!

Always be on the lookout for entrances to houses and inns in the background. Even though you'll probably get into a fight, there will be loads of pick up's on offer as well as extra weapons, such as bottles, swords and pistols. Watch out for bonus treasure chests as well, which are full of goodies that no self respecting pirate should be without!

MUSKET TO THE NEXT LEVEL

The game gets a new lease of life once that lousy second level is over and done with. At first it looks like a bog standard scrolling beat 'em up, with swords and muskets rather than fists and fireballs. It's also quite difficult to get the hang of the controls, but once you've mastered them you don't need to concentrate on fighting so much and can get down to the serious business of finding the treasure.



GIVE US A TUNE THEN!

With many games the soundtrack is usually a neglected part of the proceedings. Not in this creature! The music is spot-on and complements the gameplay perfectly with horn sections, violins and crashing bass drums! Only the plain silly special effects sounds spoil it.



FILM PREVIEW

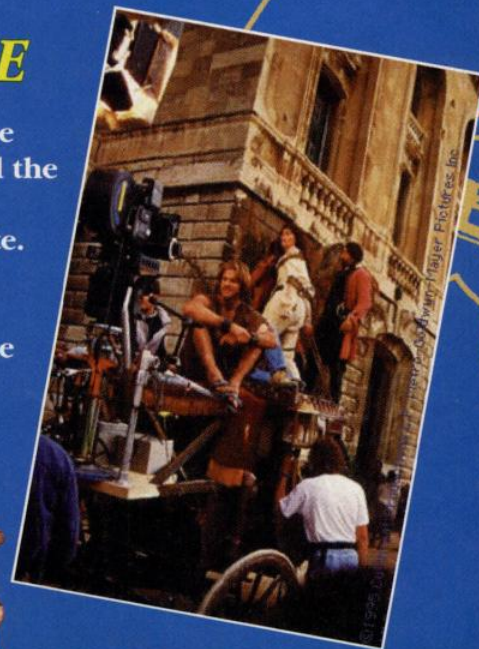
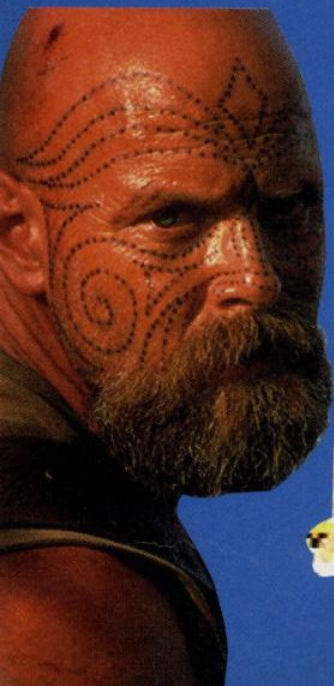
Steve Orange

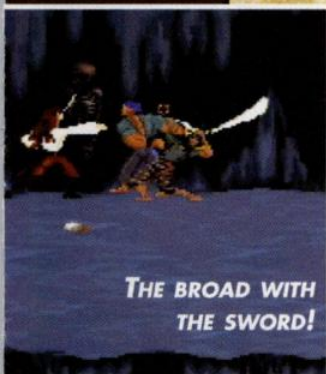
Into cinemas later this year comes the film that spawned the game of Cutthroat Island. This rip-roaring tale of the high seas follows Morgan Adams (played by Geena Davis) and William Shaw (Matthew Modine) as they battle their way across wide oceans in their quest to find the buried treasure.



THE TIME & THE PLACE

1688 – Jamaica actually. That was a time to be alive – in tales of high adventure anyway. All the essential elements are there, including a carefully contrived bad guy you'll love to hate. Dawg Brown (Frank Langella) murdered his brother Black Harry the pirate who was Morgan's father. With Harry's dying words he passed to his daughter a small piece of a coveted treasure map and his ship the Morning Star. Assembling a crew and buying the services of swindler William Shaw she sets sail for the island.





THE BROAD WITH THE SWORD!



WILL

As far as film conversions go, I'd say this is one of the best of the bunch! The controls are nice and responsive and I like the way you earn your special moves rather than having to find them out. It adds an extra challenge to a game which can be pretty taxing to say the least! The game has a certain style and panache which sets it apart from other action adventure games. OK, so the graphics and animation could have been worked on, but in terms of gameplay it can become quite addictive, even that turd of a second level, which some of us managed to complete! (Smart arse! You're fired! ED.) All in all, CutThroat gets the thumbs up from me for it's style and different approach to gameplay, but you have to be a fan of this type of game to fully appreciate it.

COMMENT

STEERING BY THE STARS

Director Renny Harlin had long wanted to make a swash-buckling adventure film. "I was always a huge fan of pirate movies and books and, of course, I played pirates when I was a kid." It's more than just an action adventure tale though – there's a romantic love story tangled in there too. Naturally enough (in these things) Morgan and Shaw start off hating each other but later guess what happens? Romancing the Stone anyone?

The director wasn't the only one looking forward to working on this picture. Matthew Modine didn't waste any time in signing up: "I realised it offered me an opportunity to be part of one of those adventures that you fantasize about having as a child." Yeah, that about sums it up for all of us Matthew!

A CUT ABOVE?

This may not prove to be too brain-taxing an experience. By all accounts it conforms to all expectations and falls into the predictability trap too often. But that's what these yarns have always been about. Stick your feet in a bucket of sand, sit back and fantasize about the clash of steel and you can be sure you won't be disappointed.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▼ Not as good as we'd hoped. Backgrounds are pretty weak and the sprites are not very detailed!

73

SOUND

▲ Excellent! A detailed and powerful soundtrack which really gets you into the spirit of things!

▼ Tinny special effects though.

90

PLAYABILITY

▼ Plays a little like Prince of Persia, only not quite as good! Even though there are some nice game playing touches, basic graphics and poor animation let the game down!

66

LASTABILITY

▲ It's tough, so if you're prepared to have a go it should last a while.

68

OVERALL

Something of a disappointment. Some serious lack of attention in the graphics and gameplay departments leaves it looking tired and dated. A game which promised much but delivers little. Shame really, it could have been so good...

72

REVIEW

GAME BOY



CART SPEC

- **BY:** Capcom
- **RELEASE:** TBA
- **GAME TYPE:** Action/Platform

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Passwords

GAME INFO

● **GAME ORIGIN:**
Another sequel to the Japanese Mega Man series.

● **GAME DIFFICULTY:**
Medium to Hard

● **FIRST DAY SCORE:**
Killed Toad Man and Bright Man

● **ALTERNATIVES:**
Mega Man 1, 2, 3, 4...

GAME CONTROL

● **RESPONSIVENESS:**
Good

A Jump (Slide with down on control pad)

B Fire (Hold down and release to charge Mega Buster)

S Start: Weapon screen

S Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** Capcom
- **DISTRIBUTED BY:** TBA
- **MADE IN:** Japan
- **ARTWORK:** Capcom

MEGA MAN

IT'S MEGA MAN, MAN!

Yes, yes, he's back again. Yawn! Good old Capcom have brought another Mega Man sequel to life on the Game Boy.

Just when you thought it was safe, Dr Wily is back and he's mad! He's poised to wreak havoc on the city by bringing all the deactivated robots back to life to do his evil work. But Mega Man has escaped the evil mind control device and is out to save the world. Hurraahh!

FIENDISH FOES!

Eight of ol' Mega's former enemies are here to cause havoc and, as before, each one of them needs to be taken out with just the right weapon. Each time you destroy one, you'll be given a new special weapon to use and you can switch between these at any time by pressing start and scrolling through the armaments in your arsenal.

ANYONE GOT A LIGHT?

Dr Light has been twiddling with his knobs in the lab again and has discovered a new way to boost Mega Man's abilities. Power Chips are the answer! Collect these, which you'll find as you storm your way around the levels, and take them back to Dr Light at the end of each stage. Here you'll be able to exchange them for weapon or strength boosters as well as 1-ups and energy tanks. Don't spend them all at once though, some of that new fangled weaponry is pretty expensive!



YOU LOOKIN'
AT ME?!



MEGA MAN'S BEST FRIEND

Whenever you're in need of a bit of assistance Mega Man's canine companion Rush is always ready to join you. Before you can enlist his help though you'll need to collect a couple of his missing adapters: the Rush Coil and the Rush Jet.

Mmmm. Once you've got these bits, you can call him whenever (and whatever) you like just by going to the weapon screen. Another animal associate is also at your disposal in this game. Beat, a remote controlled bird, can also be called upon when you've collected all his initials.

He'll soar down into play and shred anyone who's giving you a hard time!

I'VE COME TO CHECK YOUR PLUMBING!

SHOCKING!

I'M UP TO 'ERE WITH THIS SAND!

COUNTING SHEEP

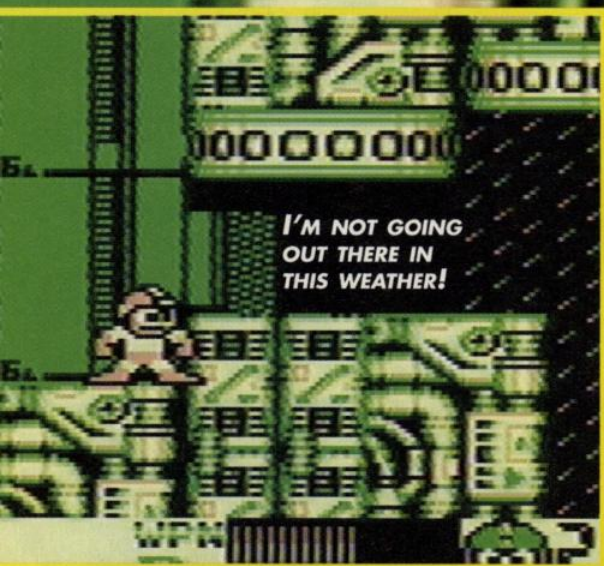
At the start of the game you can choose to take on one of the first four bosses: Toad Man, Bright Man, Ring Man or Pharaoh Man. They each have a different environment and will succumb to a different weapon. There's quite a bit to get through before you reach each boss but once you've tried the level a couple of times the infinite continues mean you that if you stick at it you should reach him fairly quickly. The continues can be a bit irritating though because you often get sent right back to the beginning of a stage when you expected to be half way through it. Yawn!

IF THAT FISH SO MUCH AS LOOKS AT ME AGAIN, I'LL FILLET!

50 DKC2s TO WIN!
TURN TO PAGE 67 AND CHECK OUT YOUR CHANCE TO SUBSCRIBE & WIN!

A LITTLE PICK ME UP!

As the graphics are a bit grim it's not always easy to tell what icons you're picking up so you don't always know what abilities you've acquired. It's a long laborious process to gaining weapons but once you do, it makes life a lot easier as you can switch between them at a moment's notice. Make sure you use your Mega Buster – charge up your weapon by holding down B as you approach a bad guy then let rip with a huge blast of power! ZZZzzzz...



COMMENT

Mega Man IV is a fairly inoffensive Game Boy pak but that's about all you can say for it. It'll keep an intermediate gamer busy for a while but the lack of imagination and originality really lets it down. The whole concept of the Mega Man series is just a bit stale now and Capcom might be better channelling their enthusiasm into something more entertaining and original. I'm going off to watch some grass grow.



LOU

WHO LEFT THIS
HEDGEHOG HERE?!



REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Movement's and sprites are OK.
- ▼ Fairly basic though, even for the Game Boy.

62

SOUND

- ▼ An uninteresting soundtrack with few special effects.

71

PLAYABILITY

- ▲ The character is quite easy to control and the levels aren't too hard to explore.
- ▼ Many of the levels look quite similar so could get boring after a while.

70

LASTABILITY

- ▼ Unless you've been gagging for another dose of Megaman, this won't hold your interest for very long.

65

OVERALL

Come on, Capcom. Can't you come up with something new?! This'll keep you occupied for a little while but it's certainly nothing special.

68



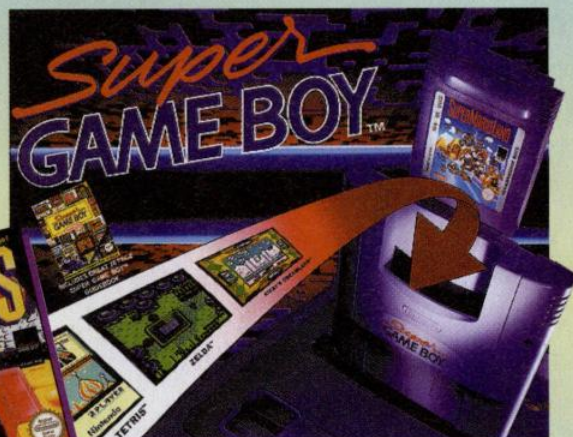
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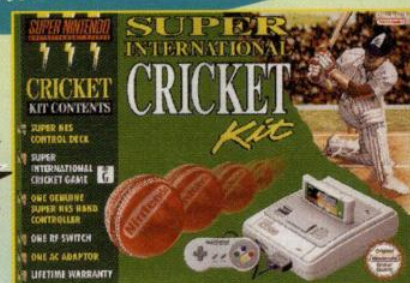
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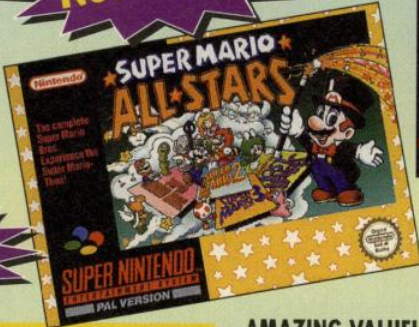
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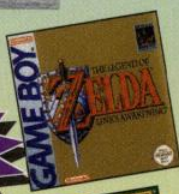
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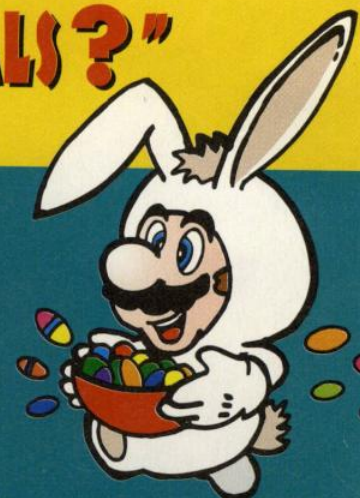


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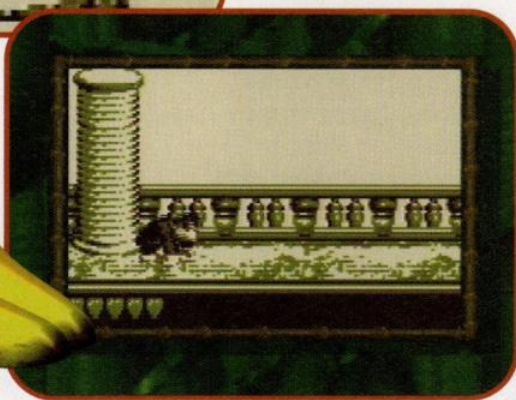
Nintendo®

reader's review



TRAVEL THE WORLDS!

There are four worlds to complete in Donkey Kong Land each with their own array of bad guys all wanting fresh gorilla meat for dinner! Each world has about eight levels within it and various bonus stages are hidden in each level.



COMMENT BILL

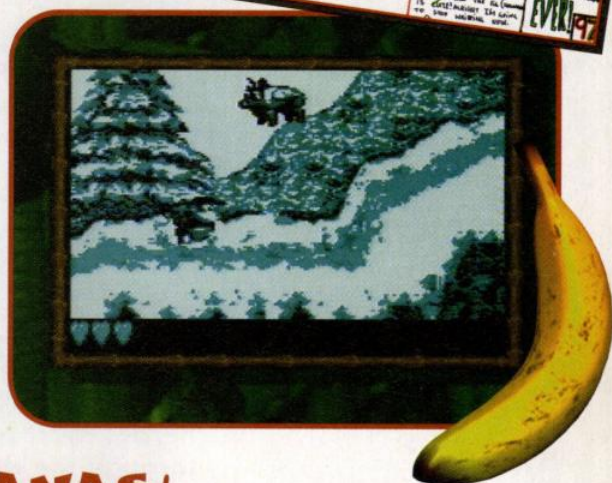
How do they do it? Will someone please tell me how Rare first squeeze CD-ROM graphics into the SNES and then mush it up, roll it, flatten it and then dunk it into a Game Boy?! I really dunno! Still, the graphics are fabulous, the music's agreeable and the pig (Hogwash) is quite cute!



Congratulations on being our first reviewer Bill! If you think you can do better though get scribbling now and send your ramblings to us here at NMS, PO Box 14225, Melbourne, MC Victoria 8001. Make sure they're legible and don't forget to include your name, age, address and some stuff about yourself. Good luck!

The person with the honour of being our first reader reviewer is Bill Irving from Healesville, Victoria and he's written us a review of Donkey Kong Land on the Game Boy. He's 11 years old and plays Aussie Rules for Heathmont. He also enjoys comics, videos and video games especially beat 'em ups and sports games and he loves reading NMS (of course)! Bill wants to play AFL Football when he grows up and likes watching Ren & Stimpy, The Simpsons, Home Improvement and action movies.

Bill's review



BANANAS!

As in DKC the object of the game is to defeat King K. Rool and his Kremling minions, to get back his stolen banana horde. During each level are hundreds of bananas, find a hundred and you will receive a free life.

READER'S REVIEW

RATINGS

- BY: Nintendo
- CONSOLE: Game Boy
- GAME TYPE: Platform

GRAPHICS

- ◆ Beautifully brilliant!

SOUND

- ◆ The sound ain't no joke either!

PLAYABILITY

- ◆ Easy to learn, simple controls and the game slowly eases new gamers into the levels of increasing difficulty.

LASTABILITY

- ◆ Doesn't have much appeal after you've finished it but that'll take a while.

OVERALL

- ◆ The greatest Game Boy platformer ever!



94

90

96

92

97

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

SEPARATION ANXIETY

CART SPEC

- BY: Acclaim
- RELEASE: Now
- GAME TYPE: Beat 'em up

GAME FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Nope
- BATTERY BACKUP: No
- CONTINUES: Three
- OPTIONS: Characters

GAME INFO

- GAME ORIGIN: Based on classic Spiderman comics
- GAME DIFFICULTY: Hard
- FIRST DAY SCORE: Underground City
- ALTERNATIVES: Maximum Carnage, Final Fight

GAME CONTROL

- RESPONSIVENESS: Average

- A** Shield/Web throw
- B** Climb/Jump
- X** Web swing
- Y** Punch
- L/R** Nothing
- S** Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Software Creations
- DISTRIBUTED BY: Acclaim
- MADE IN: UK
- ARTWORK: Marvel Comics



The adventures of the amazing Spiderman continue with *Separation Anxiety*, Acclaim's sequel to the popular *Maximum Carnage*. This time around the wall crawler finds himself in an uneasy alliance with arch enemy Venom. Their mission is to prevent the evil Life Foundation from releasing five of Venom's deadly symbiotes on the world!



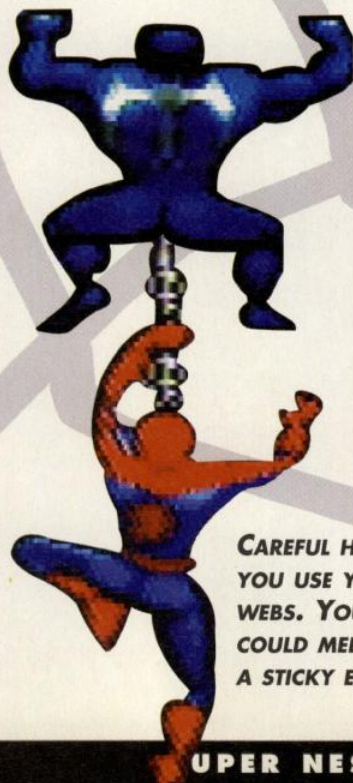
THUT YOUR
MOUTHZ PUNKTH.
I THUPPOSE YOU
THINK THIZ
TUNGZ
FUNNY!

HOLDING OUT FOR A HERO

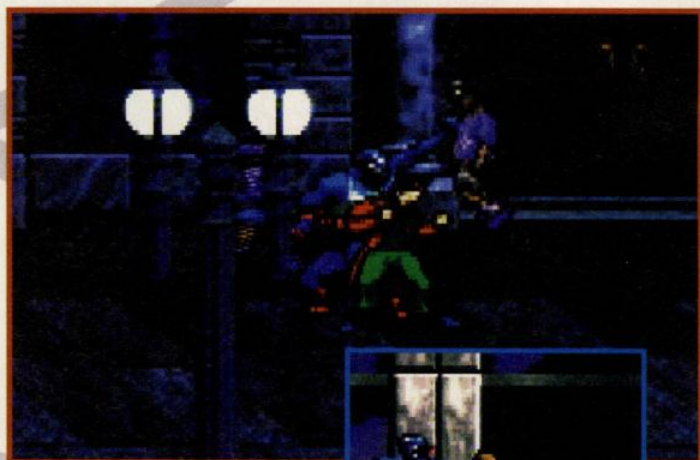
There are thirteen levels of action, where our two heroes must battle the Life Foundation's henchmen through the city streets, woods, security areas and even a shopping mall. In one player mode you can choose to be either Spidey or Venom. Both characters have the same web slinging and wall crawling abilities, but you'll find Spiderman is slightly more agile where Venom has more brute strength. Acclaim have also managed to incorporate other super heroes into the plot. Captain America, Daredevil, Hawkeye and a seriously weird bloke called Ghost Rider can come to your rescue if you collect the right icons. These come in very handy, so use them sparingly.



BEEN EATING
ONIONS AGAIN?



CAREFUL HOW
YOU USE YOUR
WEBS. YOU
COULD MEET WITH
A STICKY END!



VENOM FINDS
TRUE LOVE
AMONGST THE
POT PLANTS.





ON THE LEVEL

The first level takes you through the streets of New York City, battling a few hooligans on the way. The best way to take care of the villains in the game is to develop a coherent fighting strategy. The easiest fighting method is to wait until your enemies start to surround you, then just move up and down the screen and eventually they should all line up in one corner. All you have to do then is move up and down, battering each villain who invades your personal space!

SEPARATION ANXIETY



ALAN

COMMENT

Not everyone in the office enthused madly about this, suggesting it had all been seen before, etc. etc. Sure it has, but I have to say I found this incarnation both challenging and entertaining. It's tough only having three lives to get your hero through with, but hey, there's plenty of too-easy kick 'em, punch 'em games about anyway. This one's well in, with the spirit of the comics recreated at just the right level. I'd have scored it higher, but who am I to say what goes?

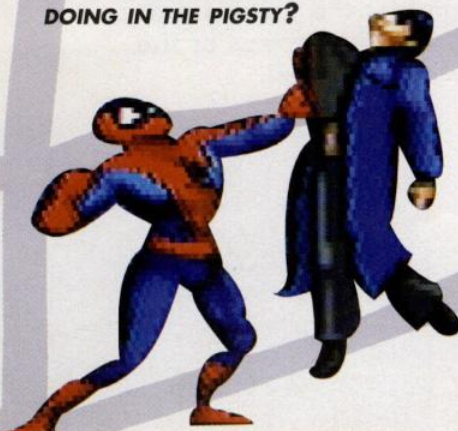
THE LOWEST FORMS OF LIFE

The aim of the game is to fight and beat Venom's evil spawn, but other semi-bosses can prove a real headache sometimes. Toughest of all are the symbiotes themselves as well as the members of the Jury, who are soldiers under the pay of the Life Foundation. At the very bottom of this pile of filth are the mindless Life Foundation soldiers and the customary small time thugs and petty crooks, low-life wasters who attack as a mob!

LET'S PARTY!



SO TELL ME AGAIN DOCTOR,
WHAT WAS IT YOU WERE
DOING IN THE PIGSTY?



SUBSCRIBE & WIN!
TURN TO PAGE 67
50 DKC2s UP FOR GRABS!

LEVEL GUIDE

Here's a run-down of all thirteen levels to give you a taster of what's lurking in each.

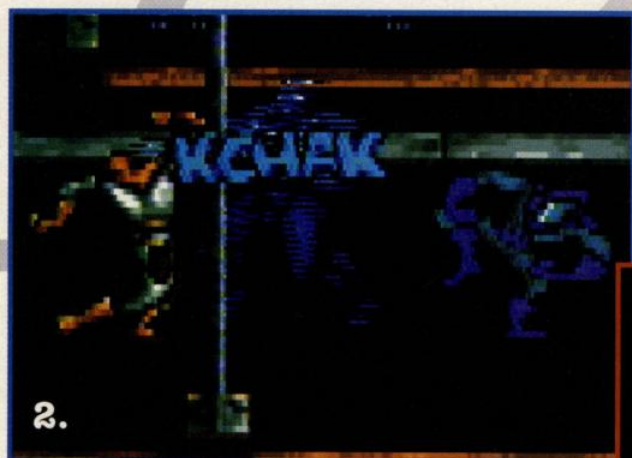
1. The City Streets

The streets of New York are full of villainous thugs in the pay of the Life Foundation, so our two gossamer squirting heroes must get down to some serious fisticuffs to survive! There's also a member of the Jury to contend with at the end, a living dustbin on legs with a powerful spinning fist punch. However, he's about as fast as an English winger so get your punches in early and he won't cause you too many problems!



4. Enter the Foundation

One of the toughest levels in the game! Our lads have now breached the entrance to the Life Foundation and are surrounded by grenade throwing soldiers. After duking it out with these guys, they'll then have to face one of the Jury, whose powers are literally shocking!



5. Underground City

Under the City lie countless caverns, hiding laser-gun-toting soldiers and the first of Venom's symbiotes! She may be pretty fast, but she's not tough so just pin her in the corner and beat her senseless!



6. The Mall

For some sad reason Spiderman's decided that shopping is more important than saving civilization! Unfortunately, this particular mall is the haunt of Life Foundation soldiers and another two

members of the Jury. He should have stayed in and watched the shopping channel!

2. The Bridge

Spidey and Venom have to cross a huge half-constructed bridge, and the Life Foundation have kindly organised a welcoming committee! As well as hand-to-hand combat, their web slinging skills will be tested as you swing them across gaps in the bridge.

3. The Woods

The bulging wall crawlers get out of the city and head for the woods, which are swarming with Life Foundation soldiers! There are quite a few bonuses to be found in this level, just hunt through the undergrowth to pick up hero icons and extra lives.



7. The Vents

Another tough level, as the cramped spaces of the air vents cut down the room for manoeuvre! The best plan is to stay in a corner and let the villains come. Then let those fists and feet fly! The second of the symbiotes is around somewhere as well.



8. Inner Life Foundation

The vents lead to the centre of the Life Foundation, and you must contend with the ChunDroids, robotic wheely-things with sharp claws! Try and knock them out from a distance as they're deadly in close combat. Killing the droids is a risky, but fruitful exercise as most of them will leave bonuses or icons behind.



8.

9. Internal Security Zone 1

The first security checkpoint in the game. Full of high-tech equipment and armed soldiers. Watch out for the guardian robots patrolling the area. If you manage to get past all these, the third symbiote is ready and waiting.



9.

10. Greenhouse

This greenhouse of the future is the central air supply for the underground city. Soldiers will surround you and the place is patrolled by those damn robots! Just to make things more interesting, the third symbiote lies in wait at the end of the level.



10.

11. Warehouse

It's robots galore in the warehouse as hordes of the garbage cans come at you. Now's the time to perform all those power hits, and make sure you collect plenty of hero icons. You'll certainly need them, as all five members of the Jury make an appearance - at once!



11.

12. Internal Security Zone 2

The end is in sight as Spiderman and Venom reach the final checkpoint. A never ending tide of droids, robots and Jury members continue to make your life a misery! You wonder if it was all worth it, but the final symbiote is waiting for you!



13.

13.

Secret level with big boss Carnage. The cream of Venom's spawn, Carnage is the deadliest one of all of them.



On some levels you'll be kidnapped by one of the Jury members and taken away to a trap room. These are a real pain in the arse, as you don't get many bonuses for your efforts against two or three members of the Jury!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Bright, cartoon style graphics in keeping with the Marvel tradition.

▼ Animation is a bit poor in places.

82

SOUND

▲ Lively and different on every level.

▼ You can't always tell that the tunes are different though!

84

PLAYABILITY

▲ A real challenge for all beat 'em up fans! The sheer number of opponents should be enough for anybody.

85

LASTABILITY

▲ This one needs some serious playing to complete, so cancel your life for the next six months!

▼ Same themes could tire after a bit.

80

OVERALL

Spidey's done it again! A hard yet very playable beat 'em up with plenty of levels to keep you occupied. Would have been improved with the addition of difficulty levels.

86

REVIEW

GAME BOY



CART SPEC

- **BY:** Acclaim
- **RELEASE:** Out Now
- **GAME TYPE:** Action/Adv.

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** None

GAME INFO

- **GAME ORIGIN:** Hand held game pak based on the new film
- **GAME DIFFICULTY:** Medium
- **FIRST DAY SCORE:** Spittallfield Tavern
- **ALTERNATIVES:** Prince of Persia, Aladdin

GAME CONTROL

- **RESPONSIVENESS:** Good

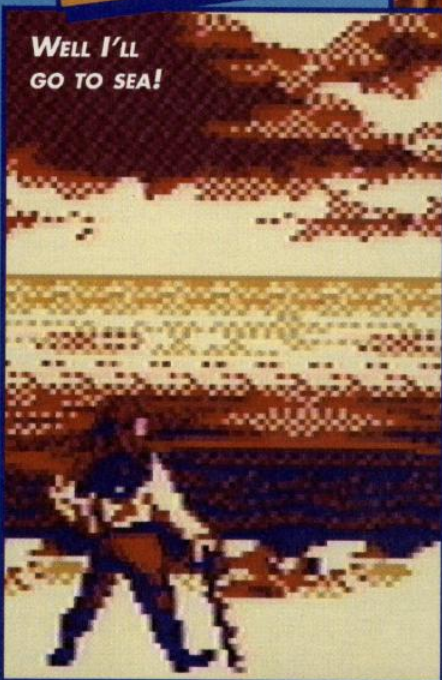
- A** Kick, Stab
- B** Sword slash, throw knife
- S** Start: Start/Pause
- S** Enter Select: Cave/door

GAME CREDITS

- **DEVELOPED BY:** Software Creations
- **DISTRIBUTED BY:** Roadshow New Media
- **MADE IN:** UK
- **ARTWORK:** Guild

CUTTHROAT ISLAND

It's time to go portable as the pirates of the high seas take to the Game Boy in search of adventure and lost treasure! OK, enough of all that crap, Acclaim have gone and released CutThroat Island on the Game Boy. So, is it destined to be a classic, or, like other film conversions, will it sink without trace into the depths?



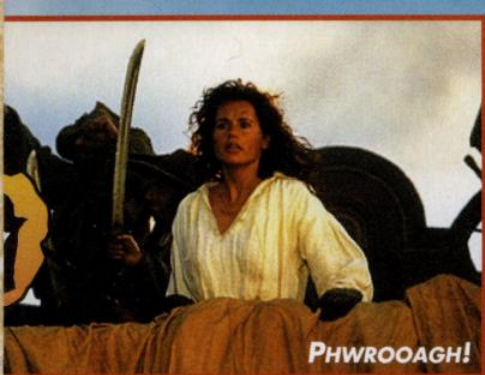
WELL I'LL
GO TO SEA!



MINE'S
BIGGER'N
YOURS!

GUTEN MORGAN!

CutThroat Island on the Game Boy, just like the SNES version, centres around the adventures of Morgan Adams, a notorious lady pirate searching for lost treasure on the legendary CutThroat Island. Her aim is to find three pieces of the treasure map, but just to make things more difficult, she's got evil pirate Dawg Brown on her case, and even the Governor of Jamaica! Morgan has 12 levels in which to complete her task before the treasure falls into the wrong hands.



CUT AND THRUST!

The twelve levels of action take place in three stages. The first is in Jamaica, where Morgan is imprisoned. She must escape from the slammer whilst avoiding Dawg's men, the British Redcoats and Governor Ainslee who has put a price on her head. The next stage is based on her ship, the Morning Star where she must deal with a mutiny. The final stage is on CutThroat Island itself. As with the SNES version, the fighting technique starts off simply, but as you go through the game you earn more and more special moves. You'll need 'em though, Dawg Brown is a hardened criminal who won't give up all that lovely loot without a fight!



PORTABLE PIRATES!

The Game Boy and SNES versions of this game are pretty similar, but due to the obvious technical limitations some of the SNES levels do not appear on the 8 BIT version. In the case of the quarry-cart level, this is no bad thing at all! This version concentrates on the sword-playing aspect of the game, with responsive controls making some of the special moves a lot easier to execute. There's only one style of fighting in the game, unlike the SNES version which offers Swordplay and Brawling options. This again is no bad thing, as the swordplay sets it apart from other games and adds a new twist to the beat 'em up game range.

COMMENT



ENZO

I only agreed to review this game in the first place cos I thought it had Geena Davis in it but when I started playing it I realised I'd been set up by the rest of the office. That's what comes from being the new boy I s'pose. Still, it wasn't too bad I guess. There's nothing that really breaks any new ground but it's playable enough even if it's a bit repetitive after a few hours. Worth checkin' out but if you want to drool over Geena then go see the film instead.

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Backgrounds look really good and have plenty of depth.
- ▼ Sprites are quite small and not detailed enough.

78

SOUND

- ▼ A reasonable attempt at re-creating the SNES soundtrack, but the Game Boy's tiny speaker is not really designed for sweeping orchestral sounds!

70

PLAYABILITY

- ▲ Pretty good! The controls are nice and responsive and the animation is sound!
- ▼ The constant beat 'em up style gameplay can get irritating.

77

LASTABILITY

- ▼ Twelve levels of swordplay but there's no real challenge.

71

OVERALL

Not bad, even though it has nothing really new to offer players. If you are really into this kind of game, it's worth investigating.

79

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

REVOLUTION X



CART SPEC

- BY: Acclaim
- RELEASE: Shoot 'em up
- GAME TYPE: Out now

GAME FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP:
- CONTINUES: Millions of 'em!
- OPTIONS: Cursor speed

GAME INFO

- GAME ORIGIN:
Converted from Arcade

- GAME DIFFICULTY:
Medium-Hard

- FIRST DAY SCORE:
School Bus level

- ALTERNATIVES:
Doom, Wolfenstein, stuff like that!

GAME CONTROL

- RESPONSIVENESS:
OK

A Nothing

B Fire bullets

X Nothing

Y Fire bullets

L/R Fire CD's

S Start: Start/pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Rage Software
- DISTRIBUTED BY: Roadshow New Media
- MADE IN: USA
- ARTWORK: Acclaim



A DATE TO REMEMBER

It's November 1st, 1996. A huge underground organisation, New Order Nation has gained control of the world, banning videogames, TV, radio and especially music! So which of the powerful world leaders will they hold hostage to put their dastardly plan into action? Bill Clinton? Nah. Paul Keating? Don't be stupid! Steve Orange? Nearly! No, N.O.N. have decided that Aerosmith are the key to world domination, and have abducted the band. It's up to you as one of the survivors to blast all the New Order soldiers, rescue the band and take care of New Order's headmistress Helga! Phwhoor!

A FINE OPPORTUNITY
TO SHOOT
SOMETHING!

HOSTAGES -
SHOOT
SOMETHING
QUICK!



THWOCKA THWOCKA THWOCKA

The next stage sees you take charge of New Order's helicopter. While flying over New York's sky-line, shoot the windows in the tower blocks to find your bonuses. You'll certainly need all the pick up's you can get, as there's a battalion of roller skating soldiers to contend with. This lot may be more mobile than the ordinary soldiers, but they always approach from the right hand side, so position your cursor on the right side of the screen and make 'em eat lead! Next it's time for the final showdown with N.O.N.'s well-armed and well dangerous helicopter gunship.

A TALL ORDER

The New Order Nation must be stopped at all costs. They're planning to use mind control on the young population as a way to global control, and as one of the survivors you must travel across the globe to defeat the villains and hopefully rescue various band members. Armed with a limitless supply of machine gun bullets and a pack of CD's, you start your mission at Club X, LA's hottest music club. Aerosmith were due to be playing there, but the New Order turned up and spoiled the party by kidnapping the band! Oooh, I'm really getting angry now! There's no chance of destroying all the enemy as there are far too many of them, so fight your way backstage and rescue the two band members who are hiding in the club.



THE BAND'S LINE UP.
TOUGH EH?



DON'T JUST STAND
THERE - SHOOT
SOMETHING!

YOU AT THE BACK...

Gaining entrance to the band's dressing room is not as impossible as it looks. Ignore the never ending swarm of foot soldiers blocking your way, just shoot the star on the dressing room door. Once you're inside, Steven Tyler will appear and give you the keys to Aerosmith's car. Hey, thanks Steve!





KRRRAANG! NEE-OWWWWNN! DWANG-DWANG-DWANG!

After finding the band's car, guitarist Joe Perry will give you the details for the next mission. It takes place deep in the Amazon jungle as N.O.N. have contaminated the world's food supply in an attempt to gain total mind control. The action starts deep in the jungle against brainwashed tribesmen armed with spears. Makes my blood boil! Your task is to free guitarist Joe Perry and destroy N.O.N.'s secret biochemical base.



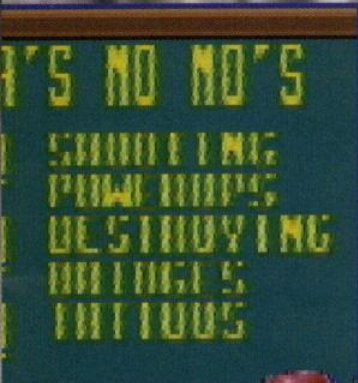
MY BRAIN HURTS!

The end is in sight as you travel to Asia to destroy the Kemmitech Corporation, who are being used by N.O.N. to produce mind altering drugs for global distribution! Before entering the complex, you'll see a pair of metal gates blocking your way. A few well aimed CD's should open them up. Next up is the warehouse. You need to blast through the gates in a certain order to find guitarist Brad Whitford, who rolls past on a fork lift truck! Then it's time to do battle with the end of level boss, a crazed machine that can be really hard to kill unless you can pick out it's weak spots!



HELLO - CAN I
BUY A SACK
OF CHEMICALS
PLEASE?



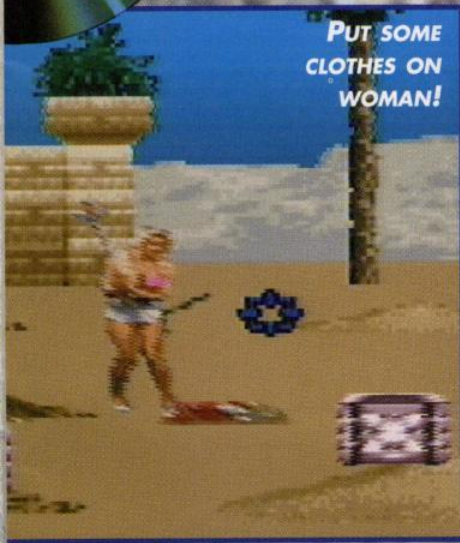


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

HELGA ON EARTH

Well, you have been around the world and all but destroyed the New Order Nation. By way of a celebration, Aerosmith are planning a concert at London's Wembley Stadium in your honour! However, you haven't destroyed all of the New Order yet, and word comes from Aerosmith's Tom Hamilton that N.O.N. have a plan to spoil the show! Get over to the stadium and destroy all the amps and TV monitors on stage. Each time you see Helga's face, shoot at it and you'll get plenty of bonuses. The final battle puts you up against Headmistress Helga, ruler of the New Order Nation. Watch out, there's much more to this feisty female than meets the eye!



CATCH THE BUS

The next level's set in Egypt, where N.O.N. have again brainwashed the citizens, turning the lot of them into mindless labourers under the spell of Headmistress Helga. The slaves are transported to work via an old school bus. It's your job to destroy the bus, find missing drummer Joey Kramer and free the workers. You'll find a good chance to stock up on bonuses here to get you through the dangers to come.

COMMENT



For some strange reason I can't get into this game at all! Apparently, it was popular in the arcades but I can't see why. The animation sucks, and the gameplay's not much better! It's a shame really as the game could have been really good, but somebody screwed up somewhere and we're left with a pretty standard conversion with little extra to offer shoot 'em up fans. I do like the idea of interacting with the band, but surely they could have come up with something a little more exiting than this! Yours, Annoyed, Somewhere in Victoria!

STEVE

BREAKDOWN

STRATEGY	☐	☐	☐	☐
ACTION	☐	☐	☐	☐
CHALLENGE	☐	☐	☐	☐
REFLEXES	☐	☐	☐	☐
ORIGINALITY	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR	☐	☐	☐	☐
DAY	☐	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Colourful, large sprites and backgrounds let down by lack of detail.

Good pics of Aerosmith too. They haven't looked this good in years!

74

SOUND

▲ Brilliant if you like Aerosmith.

▼ Shite if you don't!

84

PLAYABILITY

▼ Plenty of things to pick up does not make up for bad animation and tedious fights with bosses!

70

LASTABILITY

▼ Unlike Aerosmith, this game's got no real staying power!

69

OVERALL

You're gonna have to be a real fan of shooting games to get into this one! Either that or a total Aerosmith freak!

75

REVIEW

GAME BOY



CART SPEC

- **BY:** Acclaim
- **RELEASE:** Beat 'em up
- **GAME TYPE:** Out now

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:**
- **CONTINUES:** More than enough!
- **OPTIONS:** Skill level, characters

GAME INFO

- **GAME ORIGIN:**
Third in the Mortal Kombat saga
- **GAME DIFFICULTY:**
Medium
- **FIRST DAY SCORE:**
Reached Shao Khan on Warrior Level
- **ALTERNATIVES:**
Killer Instinct, Streetfighter, MK's 1&2

GAME CONTROL

- **RESPONSIVENESS:**
Average

A Kick

B Punch

S Start: Block

S Select: Pauses

GAME CREDITS

- **DEVELOPED BY:** Software Creations
- **DISTRIBUTED BY:** Roadshow New Media
- **MADE IN:** The good ol' US of A
- **ARTWORK:** Acclaim



Once again it's time to duke it out with the Mortal Kombat guys and girls on the Game Boy. Following the quite superb 16 BIT version, can the portable MK3 leave the opposition a twitching, toothless mess on the floor? Or has it met it's match against the mighty Killer Instinct?



Pick a fight

There are eight selectable characters in the game, with Smoke hiding somewhere as the secret fighter. Sonya, Kano and Sub Zero are the kombat veterans whilst the rookies include Sheeva, Cyrax, Sindel, Kabal and Sektor. Surprisingly, all the fighters' special moves are there, from Sub Zero's Ice Shower to Sheeva's painful Teleport Stomp; just name your worst nightmare and it's in there! As with the SNES version, MK3 Game Boy also features Kombat Kodes. These can subtly or dramatically change a contest to suit you. As soon as we gather them all together, you'll be the first to know!





The bigger they come...

Well, the format may be different but the story line hasn't changed! Shao Khan, Emperor of the Outworld, has gone and opened a gateway between his kingdom and planet Earth, and then decided to trash the place! Khan destroyed everything and everybody, apart from a selection of the biggest, meanest and downright ugliest warriors ever to set foot on a Game Boy screen.



Pack 'em in

The detail in the sprites is very impressive, with the movement looking close to its 16 BIT counterpart, even if it runs a bit slower. It's really quite amazing how the standard of the graphics has improved since MK's first outing on the Game Boy, which only boasted six characters and rattled a bit in the movement! Even though there are only two buttons on the Game Boy, those brainy gits at Acclaim have made good use of the Start button. Whilst buttons A and B handle all the kicks and punches, Start is used as the Block, and you can even run at your opponent by pressing A and B together!



Get moving

What Mortal Kombat would be complete without those fatality moves? So just like all the other versions, this one holds all those lovely death moves like Kano's scorching eye laser and Sonya's kiss of death! If you thought they were hard to execute in the SNES version, finding one on the Game Boy is akin to finding Jacques Chirac on a Peace Rally, or Madonna in a convent. Or something...

COMMENT

With all the hype surrounding MK3, I was drooling from every orifice at the prospect of getting my fingers into this one! Unfortunately the Game Boy version is a bit of a lame duck. Yeah, yeah, the sprites are nice and big and all the moves are there, but it just doesn't quite play like a classic beat 'em up should. Unlike its hyperactive big brother, MK3 on the Game Boy plays at a snail's pace in comparison, lacking the urgency and general 'oomph' that it needs! Even though I preferred MK3 on SNES to Killer Instinct, on the Game Boy KI reigns supreme!



ALAN

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

- ▲ Large, well detailed sprites which still look really good on the screen!
- ▼ Detailed backgrounds mean that some characters can blend in to the surroundings!

81

SOUND

- ▼ Will hardly burst your eardrums or make the neighbours complain!

50

PLAYABILITY

- ▲ Retains special moves and holds more characters than the last two conversions.
- ▼ Gameplay is very slow and lacks the power of the SNES original.

75

LASTABILITY

- ▼ This'll last about as long as Enzo did against Shao Khan.

68

OVERALL

MK3 seems to be a bit punch drunk after all those years of battering! While the SNES version seems to be at it's peak, this one's a bit slow and tired, and there are too many better fighting games around at the moment.

72

EARTHWORM JIM 2

EWJ2 is arguably the best platform game ever and as such deserves some seriously intensive playing! Ol' Pinko Jim was quite happy to hang up his space suit and settle down to some married bliss with the lovely Princess What's-her-Name. But feathered fiend Psy-Crow has gone and kidnapped her, hoping that he'll become heir to the throne!

CURSES - SOILED AGAIN!

The second level in Earthworm Jim 2 may cause problems to those of you who aren't familiar with the invincible invertebrate. Lorenzen's Soil sees Jim in every worm's favourite environment - down in the dirt! Buried alive on the planet Burbank, Jim must make his escape before the next earthquake, whilst being pursued by the pulsating larvae of level boss Pedro Pupae! Aided by his trusty pal Snott and armed with the Plasma Annihilator, Jim must blast his way through the muck to find all the bonuses hiding in the earth. There's also the threat of flying babies and some vicious ants that can really spoil your day!!

There's no fixed route through the soil to the top, but our map shows you where all the essential pickups lie.

PICKUPS



Collect all three flags for the level password.



Grab one of these when your time's running out.



Extra life - you may need 'em!

Continues

Pass these stages and you don't have to return to the start if you lose a life.

Power Up

Power Ups give Jim's suit an extra 4% power.

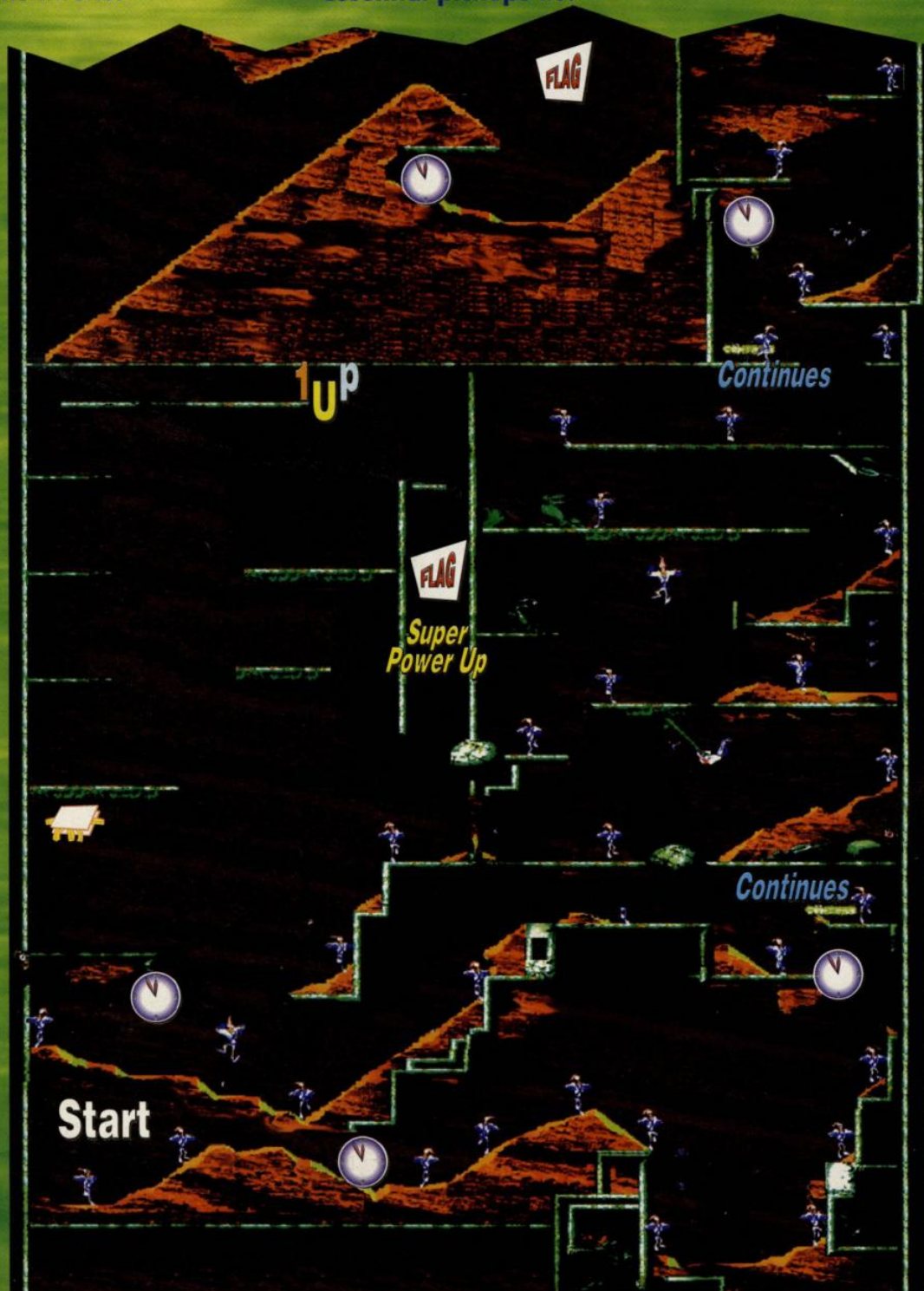
Super Power Up

Super versions that up your suit's power to 100%



A chip sanger will give you 200% power.

Whoopee!



Finish

Continues

Continues

FLAG

1Up

Super Power Up

Super Power Up

1Up

Power Up

Continues



TOP TIPS TO TUNNEL TO

- Keep watching the timer in the corner.
- Stop the ants from getting you by blasting the earth above their holes to fill them in.
- If you can't reach a pipe, try shooting the dirt above you to raise your own surface.
- Once you get to the level boss, keep leaping over him as he unicycles towards you. As he goes back, blast him with your gun till he falls apart!

Tips & Tactics

Beginner's Guide



REVIEW

GAME BOY



CART SPEC

- **BY:** Ocean
- **RELEASE:** Out Now
- **GAME TYPE:** Racing

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Three
- **OPTIONS:** Loads!

GAME INFO

- **GAME ORIGIN:**
Based on the best-selling miniature toys

- **GAME DIFFICULTY:**
Medium

- **FIRST DAY SCORE:**
Completed six tracks

- **ALTERNATIVES:**
Micro Machines 1,
Lamborghini Challenge

GAME CONTROL

- **RESPONSIVENESS:**
Excellent

A Reverse

B Forward

S Start: Start/Pause

S Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** Codemasters
- **DISTRIBUTED BY:** Ocean
- **MADE IN:** UK
- **ARTWORK:** Codemasters



TOUGH AS NAILS!

CALLING ALL ALIENS

Unless you've been mysteriously transported to the planet Yavin 4 for an extended stay, you'll probably know what Micro Machines are. For all those unfortunate alien souls that don't, Micro Machines are a range of small vehicles that started their lives as kid's toys before their development into a video game. There's an absolute toy box full of vehicles to choose from, ranging from the usual cars and bikes to off-landers, helicopters, hovercraft and dragsters.

TAKE THE CHALLENGE

There are quite a few player options in the game too. Challenge mode pits you against three computer controlled opponents over a variety of courses, ranging from the ridiculously easy Training Camp to that lousy revolving corn cob level, which I hate with a passion! [Only 'cos you can't do it - SKULL]. If any of your budding champions can complete a lap in a really fast time, you'll record a Super Lap which allows you to go on to the next round without completing the other laps.



ROUND THE BEND



UP AGAINST IT

The One-on-One option is similar to Challenge Mode, but this time there's only one opponent to race. On this level there are eight lights at the top of the screen, of which four are already lit. The aim of the game is to get far enough ahead, by fair means or foul, to gain a bonus which will light up one of your lights and turn off one of your opponents. The winner is the racer who manages to light up all eight lights. But if this hasn't happened by the last lap you'll go into a special play-off and the first racer to make a mistake loses! If you win three races in a row, you'll go on to a special bonus round. Here you control a monster truck and have to collect 30 really tiny micro-machines to gain an extra life.

TOUGH AT THE TOP

The Super League option pits you against three computer controlled opponents over four different races. You gain points depending on the positions you finish in: four points for the winner, three for second place and so on. The aim is to get to the top of the league at the end of the four races to get promotion into the next division. Finishing in last place means relegation, but if you finish at the foot of division four, you can't get thrown out. Maybe laughed at, but not thrown out!

SHOULDER TO SHOULDER

In the past, to play Micro Machines' two player option on the Game Boy, both players had to own a copy of the game in order to link up. Now Ocean have a cunning plan which means this is no longer the case! It works by both vehicles accelerating automatically, and while one player uses the D-Pad to control the car, the other player uses the A and B buttons. Ingenious, but incredibly fiddly.

CORN COB
COLLISION.

REVIEW GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Very good. The sprites don't blur on the screen as they're quite big.

▼ Not much detail in the backgrounds though.

86

SOUND

▲ Not bad for a Game Boy soundtrack, quite similar to the SNES version.

▼ The Game Boy speaker lets it down.

73

PLAYABILITY

▲ Superb! The controls are really easy to get to grips with, making every race a supreme test of skill!

▼ You need fingers like ET to use the two player option.

90

LASTABILITY

▲ Nineteen plus courses should keep Micro fans happy for a century or so!

93

OVERALL

Incredibly playable little racing game that knocks spots off most competition.. Try it once and you're hooked!!

92

Watch out! Too fast
and this corner can
catch you off guard!

Mind
the
drills!!

Try and keep off the
nails and bolts as
they slow you down!

Get to the inside
before the first
corner if you can.



TOOLBOX TERROR

TINY TREEHOUSE

Be careful not to take this
bend too quickly, or you'll
be off down the trap!

These knot holes
fall out on the
first lap, giving a
nasty surprise on
the second.

The bridge here goes
suddenly narrow, so keep
on track as you approach.



This first bit of ice doesn't slow you down, as long as you keep in a straight line.

Move to the outside of the track so that you don't get caught out by the blocks.

FROZEN FRENZY

Watch out as you come off the ice - make sure you make the turn!

With practice and timing you can skid past your opponents on this piece of ice.

Taking this bend quickly and smoothly is the key to winning the race!

TACTICS

- ✱ To get to the top of the tree at Micro Machines you must find out which driving style suits you best.
- ✱ For rookie drivers the best tactic is to go right out in front, avoiding all the traffic to get the hang of the course and any obstacles that get in the way. For more experienced racers on higher levels it's best to follow another car around the course, wait for the last lap and come in with a late surge to win the race!
- ✱ There's always some bumping and barging at the start, so keep out of trouble if you can and take advantage by slipping in between the other cars at the first opportunity.
- ✱ Use your car's position to nudge opponents off the track on corners and where the road narrows.
- ✱ Once you get the hang of a track you can cut corners to dash past the other drivers.



LOU

COMMENT

After racing the SNES version through it's paces last month, we had pretty high expectations of this on the Game Boy. It's fun too, with the mad domestic settings for the races and some daft objects littering the play area. But its real worth comes out on the track - there's a serious racing game hiding behind this fun facade and it demands some attentive playing skills to master. Loved it!

SUBSCRIBED YET?!
TURN TO PAGE 67 FOR YOUR
CHANCE TO BE A WINNER!

NEW!

anime action

You asked for it!
We've pulled ourselves together and got our fingers out and drafted in Enzo Matricardi for a whole new look at Anime & Manga, with all the latest video, movie & comic gossip.



GHOST IN THE SHELL

The latest blockbuster movie from the people that brought you Akira seems to have got everyone talking over the last month or so. Costing 400 million Yen to make, **Ghost in the Shell** is Japan's biggest ever animation project. With a huge global marketing campaign including a simultaneous launch in Japan, UK and America, the film heralds a new era in animation with some of the best computer generated imagery yet seen in the genre. It brings together an all star team headed by Shirow Masamune, the highly acclaimed Manga comic author and including top director Mamoru Oshii of Patlabor fame and screen writer Kazunori Ito. As well as involving all these Manga and Anime gurus, the impressive soundtrack that accompanies the film includes music by U2.

Set in 2029 in a technologically superior culture, a wave of brutal and sophisticated crime has broken out controlled by advanced computer hackers who dominate the Net. The government has set up a new Secret Service Unit known as the Shell Squad to combat this and Major Motoko Kusanagi is its cybernetic leader. Motoko, able to hack into conversations and observe secret meetings, is tracking an internationally notorious computer criminal code-named the 'Puppet Master'. Also involved is the Ministry of Foreign Affairs Special Security Section 6, a corrupt body who are determined to keep their activities secret and will do anything to ensure this is the case. The struggle between all these sides begins and no-one really knows who's telling the truth.

If you haven't checked this out yet then do so, it's definitely one of the best bits of animation you'll see on the big screen in some time. If you miss out on it at the cinema though, don't panic! It's due for rental release in August.



Our hero!
Major Motoko Kusanagi
in all her glory!



Ghost in the Shell - "...one of the best bits of animation you'll see in some time..."



MANGA ON YOUR MOBILE!

Yes, it's true! You can now get Manga info on the phone! Just dial 190 226 1178 (£75 per minute) and get all the latest news on the Manga Club, the latest releases and Manga and Anime at the movies. It's not cheap though so you'd better check with whoever pays for the phone before you ring or there'll be trouble! Don't say I didn't warn you!

190 226 1178

(£75 per minute)

ANIME FOR APRIL!



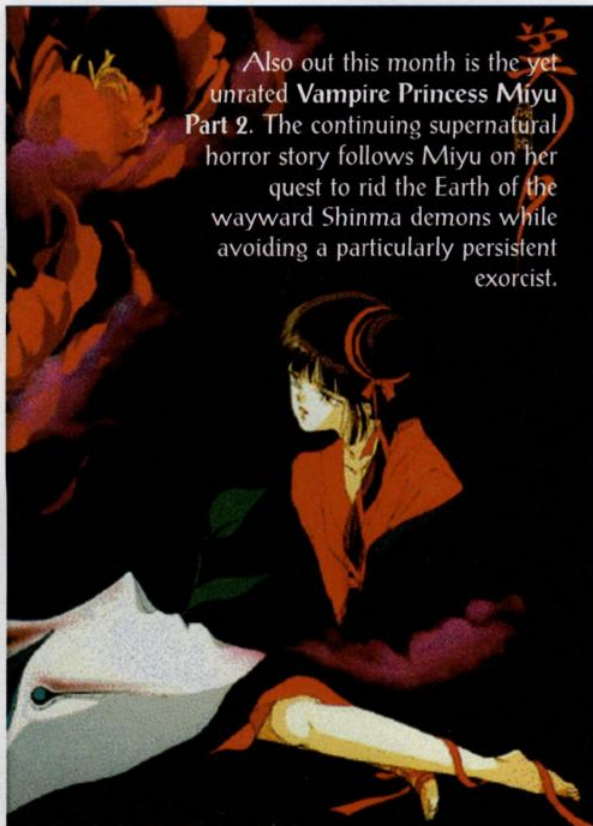
Wings of Honneamise
Adventures of the Royal Space Force.



Patlabor II
Adventures of the Tokyo Metropolitan Police.

There's another batch of Anime titles to buy on video released during April and the first one of them is a re-release of **Streetfighter II (M)**. It runs for 100 minutes and will set you back \$25. As well as this, episodes 11 and 12 of **Legend of the Four Kings** are out. Running for 92 minutes and currently unrated, this'll cost \$25.

There's a double video pack out to buy too which includes **Wings of Honneamise** and **Patlabor II**. They're both rated M and are subtitled. The pack will cost \$60. **Wings of Honneamise** tells of the struggles of the Royal Space Force on an Alternate Earth as they race to be the first to launch a man into orbit. The main character, Shiro, is a new recruit of the Space Force and it's his adventures and romances which make up the main thread of the story. **Patlabor II** meanwhile is the continuing action-comedy about a special unit of the Tokyo Metropolitan Police. It's set in the near future after the invention of large machines known as labors, originally designed for construction work, but are soon assigned to the Police and the Military. It's the Special Units working with these machines that's the focus of the series.



Also out this month is the yet unrated **Vampire Princess Miyu Part 2**. The continuing supernatural horror story follows Miyu on her quest to rid the Earth of the wayward Shinma demons while avoiding a particularly persistent exorcist.

CLUB SCENE

I've managed to get hold of some contacts for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page) and I'll publish them for all to see.

ACT

Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre. There's no club membership fee but in order to cover costs there's a small entry fee of \$4 for each screening. I reckon this is great value as the screenings usually last about five hours. If you want any further information you can contact them by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their World Wide Web page at <http://www.spirit.com.au/~blb/cas.html> (Spider tells me it's worth a look). Their next screening is the afternoon of Saturday 13 April with: *Gatchaman OVA 1*, *Big Wars*, *Patlabor TV*, *Legend of Galactic Heroes*, *Dirty Pair Movie - Flight DCL005*.

QUEENSLAND

Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is \$5 and each meeting costs \$2. Their postal address is PO Box 464, Toowong, Qld, 4066 or you can email them adathono@cc.uq.oz.au.

VICTORIA

Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. It was originally formed back in 1991 to introduce people to the genre but now it is more for the enthusiast who's after a wider range of material. Annual membership is currently \$36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

WESTERN AUSTRALIA

Japanese Animation Fans of Western Australia

As you might have noticed in last month's news pages, JAFWA meet every Saturday between 5.15 and 10.15pm (except for the first Saturday in the month) at the Simmons Lecture Theatre, University of Western Australia. Admission is \$3 on the door and you can find out more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 or Michael Beckmann at PO Box 801, Fremantle WA 6160. JAFWA also have a great Web page and you can find it at <http://www.iinet.net.au/~gmb/jafwa.html>. They've even got a FTP Archive where you can download stuff (<ftp://iinet.net.au/pub/art/anime>).

NORTHERN TERRITORIES

Darwin Anime Club

I don't know much about this group yet other than that you can email via Royce Foo at foor@acadia.ntu.edu.au.

SOUTH AUSTRALIA

Adelaide Anime Club

Again, not much on this group except a contact name (Brad Cameron) and an email address (bscameron@teaching.cs.adelaide.edu.au).

TASMANIA

The Tasmanian Anime Society (TAS)

The contact here is Dean "Dinol" Prenc at 33 St George's Terrace, Battery Point, Hobart TAS 7004. You can ring him on (002) 248412 or email him at deprenc@postoffice.utas.edu.au.

Easter here again. How I remember sitting on Nursie's knee playing with my eggs while she poured chocolate over my infected sores. Happy days! Happy days!

My carrier pigeons have brought a good bulging sack to my attic haunt this time and the strangest and best letters are included.

The address has changed again. The doctors tell me it's for my own good, but who can believe anyone these days?

mailbag

YOU TELL 'IM

Dear NMS

I pity Rich, from Darwin, who wrote in episode 34 of NMS.

I feel sorry for him because if people like Rich are not up to the challenge of the game, such as Judge Dredd, he should pack up his Nintendo system and stop being a little wimp and complaining about Super Nintendo software.

All games cannot be made for just one person so he shouldn't be so selfish. Series such as Mortal Kombat become harder with each addition and if you do not want to keep the old cart then a lot of stores will trade-in old for new with a cash difference.

Fuzz

Or you could use our Swap & Sell coupon on page 9 (←that way) and find a better deal for yourself!

ONE OF THOSE...

What colour should I have my hair for the rest of this year? I only ask because my friends are all talking about changing theirs and I don't want to be left out.

A. Newton, Qld

Shave it all off! What do you think this is?



SCORPION - LARGE IT UP IN THE CLUBS. ADAM MATERA, WA



YEAH, DO IT!
ANNE ROGERS, VIC

YOU TELL 'EM

To my beloved NMS, Alrighhtee then! I think enough is enough... it is time Justice came back to town. I have totally had it with this @*?@ you call 'Mailbag' and 'Q&A'! Is there any sanity left in the world or have we all gone bonkers?

Who gives a fat *@%* about a dumb old hedgehog by the name of Sonic the Fatarse? I don't, but I can't understand why Nintendo heads that read NMS (great mag, by the way), want to worry about wasting time and energy on a topic that is worth less than horse ∞*%* so please don't publish any more of those annoying 'Kid' letters or there will be hell to pay, and I mean it! Which leads me to those drawings/coloured pencil works - whatever you want to call them - except art! Maybe there is government involvement in the interest of blinding the Australian population into seeing Crap work as an artform (am I being too paranoid?). There is just no God when it comes to opening NMS each month and lo and behold there are a few sick delights for readers and artists (with intelligence) like myself, to use as an excuse to take a sickie - take one look at the drawings and up comes breakfast! So would everyone out there in the world of Nintendo get a grip on life and grow a brain. Kisses and hugs, Sgt. Pepper, QLD

Mmmm. Read on...



GREAT BREATH OF FIRE!
PETER CONTI, NSW

YOU TELL 'ER

Dear NMS,

I was reading your magazine 'Feb 96', and someone wrote in by the name of Donna from NSW. She complained about people tracing pictures and sending them in. If Donna is reading this I think she should think about kids who want to make good pictures by tracing them. Donna's right and all, but some little kids might not think so it's unfair to them. Nearly everyone's traced a picture once in a while.

PS: I'm looking for a penpal in Australia. Stephanie Whiteside, age 12
20, Rossmith Ave. Beaumaris, Victoria.

I once traced a cat called Rupert on some wallpaper. Unfortunately he wouldn't keep still so some of the edges became smudged. He's very happy now though.

LOVESICK

Can you tell me about Will? How old is he? Can I have a picture of him, a photo I mean not a drawing. Does he have a girlfriend and is she ugly? Please send me something.

Wendy B.



WATER WATER EVERYWHERE,
JAMES WICKHAM, WA

There is a picture of a Will lookalike hidden somewhere on this page. (Honest). Why does no-one ask about me? (Sigh).



GIVE THE PEOPLE WHAT THEY WANT

Dear NMS,
I'll get straight to the point. I've written into your mag to complain about the amount of crap you pile on SEGA! We own both SNES and Mega Drive and think that Sega is just as good if not better than SNES. There's not one issue of your mag that doesn't have a picture of Sonic being killed. We now would like to turn your attention to issue 34 of your mag where there are only two out of seven pictures that are not killing Sonic and that stroker Mr. Weasel Boy who babbled on about killing Sonic, he should keep his sexual fantasies to himself, stop banging his SNES and get a life. Don't get us wrong, your mag is half decent but we are really sick of Sega being crapped on. We happen to know for a fact that Mario and Sonic don't hate each other they are more than good friends and have this photo to prove it which was taken in Vegas in a hotel called the Love Nest.
Ben B. & David C.

Sexual fantasies have a great deal to answer for if you ask me. Just ask Nursie!

Hello!
I'm Snoshi. The reason I'm righting this letter for is I would like to say a few words to the -oshi's, first mother of Yoshi or Moshi Banish Zoshi to SEGA! anyway I sent you a birthday present in the mail box. Zoshi you think your so great don't you, but you got it the wrong way round I'm not surprised since you lost your

Shut up! Shut up! Shut up!

A WORD OF...

Thankz for the Spiders Web introduction to the internet. We have just got a modem and it's useful to have lots of places to try out but not have too many cos it costs moocho roobles. I hope you read this cos it's the first e-mail letter I've sent.
Darren Smedley, NT

When I was alive the only nets we had were for catching toast-flies!

MOAN MOAN MOAN...

To NMS

So far the new NMS hasn't really caught my fancy, I mean look at the size of it now, man! It seems to be shrinking! And someone forgot to put in Anime Ahoy. NOW WHERE IS ANIME AHYOY!?! It happened to be my favourite feature of your magazine! Please bring it back. I can't breath without reading Anime Ahoy!! I don't want to be a complainer, so I must congratulate you on the fantastic review you gave of Herge's one and only Tintin! I am a Supa-Dupa fan of Tintin so you really made my day. Thankyou!!
Agniszka Sokol WA



PS Please print my improved picture of Tintin.

Might do. What's it worth?

Fear no longer Anime fans. We've begun a new look at it starting this month on page 56.

P.S. Didn't you used to be in Abba?

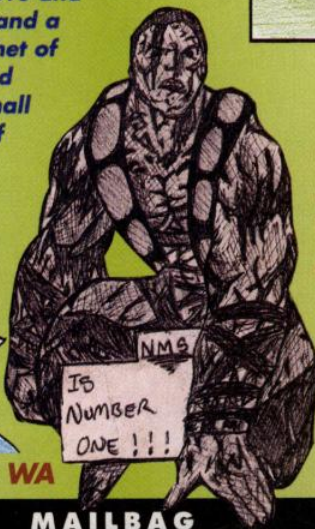
RANSOM NOTE

I have been buying NMS since issue 23 and have thought that the posters were fabulous meaning 100% cool. Then one normal day I saw NMS no. 34 sitting on the shelves of a news agent. Of course I bought it not knowing that there were new crap people like Lou (good for farting on) and Co in it. Also no Fat Boy or any other of the cool guys. But the main reason I'm writing this letter is: why did you change the posters??? My bedroom looks worse than Steve. Yuk! That's me question. And if the posters are not back to normal by this issue I will do the same thing to NMS as Jason Yatt in NMS 35 in Mailbag did to his hedgehog birthday card!
Michael Kremic, TAS

The planets turn in the great cosmos of time and space and life and all things great and small must warp and transmute. Steve and Lou pass on their love and affection and a small sachet of dark liquid which I shall dispose of for you.



LUKE BISHOP WA



A WHOLE COMIC
LINDSAY FOWLER, QLD

KEEP YOUR GAME BOY IN THE BATHROOM

I've read those pages about Girls and Games and I got really mad. Who cares? I don't know any girls who play the SNES or Game Boy anyway, so why should it bother them? Sure there are girls like B.Orchid that are babes, but so are there on TV in Baywatch and stuff. What's all the big problem? Girls are always in the bathroom anyway, my sister is.
Bret Hudson, Qld

Quite right I'm sure Bret. These modern types don't know what's good for them eh? Blah blah blah, snort, blah, hfsh!



INFLATE THOSE TROUSERS.
MATTHEW MARTINI, SA

"Behold how the mighty pen sends such quivering messages of joy through the boundless ether!" - Les.

Write your stuff to Les at:

**NMS, PO Box 14225,
Melbourne, MC Victoria 8001**

**email:
catalyst@popmail.dircon.co.uk**

THIS PAGE BELONGS TO.....

Skull

PAUL
MIRAGLIOTTA,
WA



Keep busy in the holidays! Eat eggs, mope about the house for a while, make that call to the French embassy, then write me your darkest innermost secrets, but do it to the new (yes, another change!) address. Turn the page for As to Qs on playing games, where I and the Hotliners have been hard at it before the cellar screens.

To Skull,

I am Sonic the Hedgehog and I am very angry with you and your mag. I was minding my own business playing my Sega the other day when someone threw a magazine at me. Thinking it was a Sega magazine I started reading, only to see pictures of me being beaten up by that stupid plumber Mario. I was shocked and horrified. Everyone knows that I, Sonic, could easily beat that no-good Mario

even if I was blind-folded and had both hands tied behind my back. Anyway, since I'm writing, I thought I'd ask some questions. then I can tear up your magazine and eat it with garlic sausage.

- 1) Do you think the NU64 will be better than my Sega Megadrive? How about the 32X?
- 2) Do you think Mario 64 will be the last Mario game? (I hope so).
- 3) Will I, Sonic the Hedgehog, appear on the NU64? (because I don't want to. I'd be so ashamed when it's a huge flop and my reputation is shattered).

Yours,

Sonic the Hedgehog.

PS If you send me a NU64, I will play it instead of my Sega Megadrive.

'Cough!

Dear Lord of the Underworld, I am David 'Zeb' Lane Ruler of the Lane's resident writing this letter to the almighty 'Skull' hoping you will be able to tell me how to conquer the rest of my street so here goes:

- 1) What is the biggest and baddest weapon able to be bought in Australia, legal or illegal?
- 2) Is a conversion of Super International Cricket coming to the NU64?
- 3) Is the Ultra 64 giveaway going to be NTSC or PAL?
- 4) Why are people asking how to win Illusion of Time? It took me 2 days to finish.

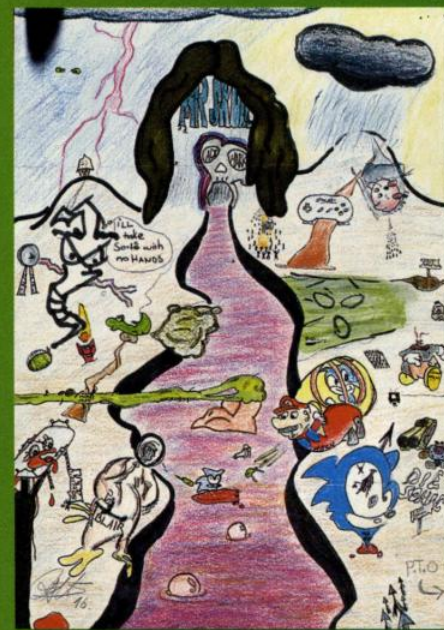
The reason my friend calls me Zeb

is my shoes. They are Frank Thomas Big Hurt Shoes they are black and white stripped so Zeb stands for Zebra. David 'Zeb' Lane, QLD

Big Hurt Shoes huh! Get a hat to match!

- 1) The French have a little thing...
- 2) Not listed in the long list, but quite a few sports sims are, including Big Hurt.
- 3) Wait and see. What we give away and when is subject to loud noises being issued by large insects of an uncertain nature.
- 4) 'Cos they want to!

Everyone should stand for zebras!



ADRIAN HRKALOVIC, VIC

Hil

I just lurve this mag ya know! even if I've only got three issues you don't need to work out that it's great! Well, enough flattering. I'm Dumbest, theres only two... sort of human beings with the name Dumbest and our motto is... It's smart to be dumb and it's dumb to be smart. Great motto ay! OK I've done some flattering and some introducing and now it's time for some questions.

INTEREST ME....!
WRITE ME....! THRILL ME....!
SKULL, NMS, PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

Yo Skull,
no time, no see. I have a pic of B.Orchid for your babe gallery. I think I'm going to spontaneously combust if I don't know:

- 1) Is it just my horny, teenage imagination, or is B.Orchid a mega babe?
 - 2) What will the real price of the N.U.64 be? First it was said to be \$300, news says \$500, and rumours say around \$700. Do explain.
 - 3) I bought a SNES Scope (d'oh) and I'm still waiting for a real game to come out. Should I burn it at the stake yet?
 - 4) Are you mental?
- Party on Skull
James 'Game Pengwin' Wickham.
WA.



ANDREW
GOSLING,
VIC

1) B.Orchid - horny maybe, boney as far as I'm concerned!

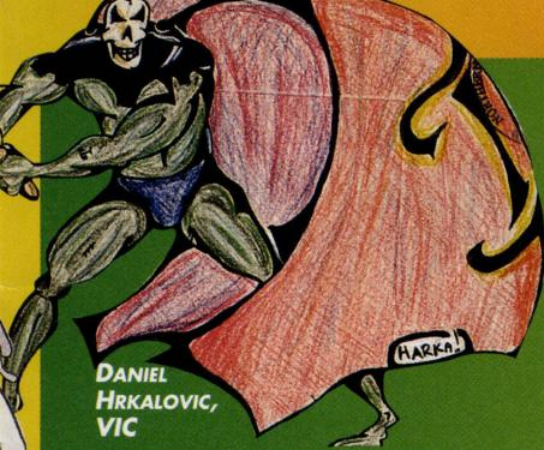
2) Rumours cost lives! Read the News!

3) Save it for a rainy day, then don't go out or you'll get wet. Recent games (Revolution X?) could have used the Scope in the manner for which it was intended, and

perhaps raise them a notch or two in the process. We wait in anticipation at the developers' mercy.

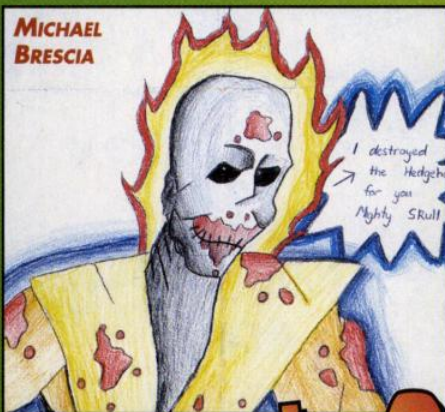
4) I like to think of myself as cranially challenged. What's your excuse?



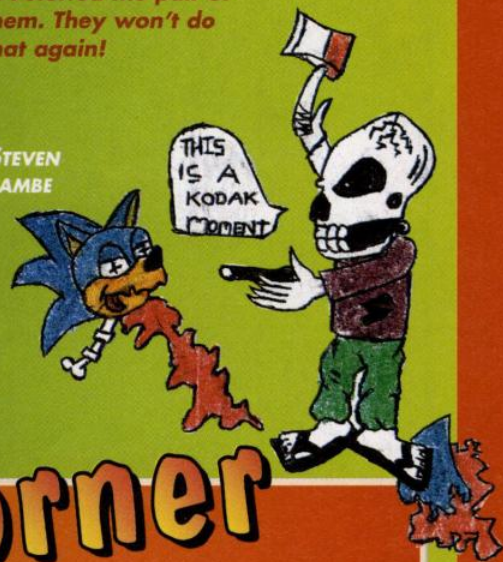


Dear Skull,
Do you know if Nintendo is going to make some video games out of the movies Babe and Toy Story? Your magazine is totally awesome and I'd recommend it to anyone except Jack the Ripper - he might become more violent if he read about all the amazingly violent games Nintendo has. Bob Jackerson, QLD

When has any large corporate organisation ever given up the chance of making a few safe bucks? Toy Story is well in production and should be out very soon. Babe will doubtless follow. You might have read in last month's mag that Steve and Alan had a horribly agreeable debate about violence. I read it. I stuffed the pair of them. They won't do that again!



STEVEN LAMBE



Pets' Corner X-Flies

This month's Pets are my good mates Fox Mouldy and Dayner Skullie, trying to combat the evil done by X-Flies Ron and Karen.

Undeterred by Ron's smell and Karen's salivating jaws they continue the search for Mouldy's missing cub sister and Skullie's missing front tooth. Skullie also suffers unusual deep throat problems - she hasn't got one.

Roswell was real. So are the dangers of bondage, alien abduction and hair loss.

The tooth is out there!
Truss no-one!
Skinner is a baldy!

Ant Of The Month this time comes from somewhere underground.



- 1) I go through all the hints and tips then I come to Action Replay theres all these confusing code like things for games I've got, and I don't even know what action replay means or how to use it. That might seem dumb but it's true! Could you explain?
- 2) My mum reckons that the games that you hook up to the TV damages the TV! Is this horror true! She won't let me buy a NES, SNES or any other things like that for this reason so I need proof from you for my mum to read.

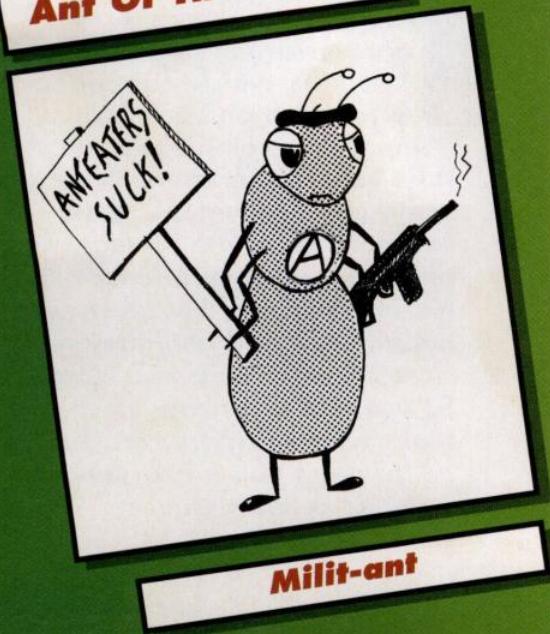
3) I've got a Game Boy and I can't find many games for it, let alone decent ones. Are there any places in Bunbury that sell lots?
yours complainingly,
Dumbest.

1) I've said it before and I'll say it again: the Action Replay and Game Genie are add-on devices that allow you to cheat and part customise games by skipping levels, renaming characters getting unlimited lives...
blah, blah, blah.

2) I was brought up by a wicked old woman called Alice Bluebutt who told me that all toads were edible and spiders made good pets. Oiy, Mum! Buy the kid a SNES for God's sake!

YUSEF ASSAAD VIC

Ant Of The Month

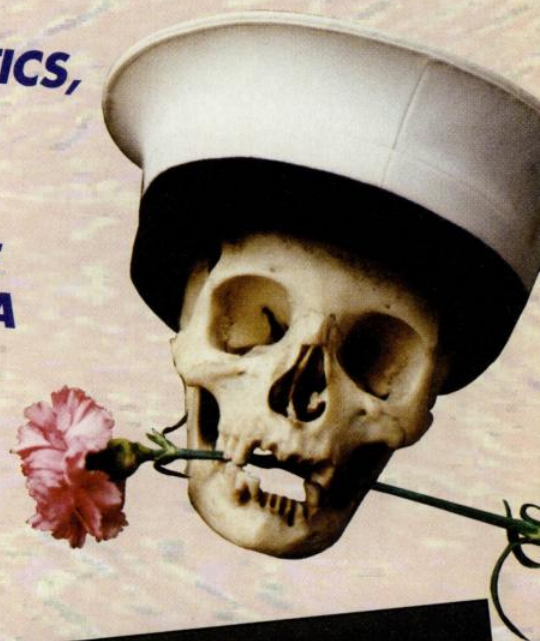


Tips & Tactics

Send us your tips and we'll publish all we can. We can't guarantee they'll work for everyone, as we can't always test them out in time to include in the mag.

Welcome along to our even better Tips & Tactics pages. As well as the tips you've sent in and we've amassed, we've a whole new set of info to keep your playing skills at their best. The Game Gurus from the Nintendo Hotline have joined us to answer your most frequently asked questions. Skull's also moved his bones over to assist where needed.

**TIPS & TACTICS,
NMS,
P.O. BOX
14225,
MELBOURNE
MC VICTORIA
8001.**



Dear Skull,
I am completely stuck on Battletoads in Battlemaniacs Level 4 - Karnath's Revenge. Could you help me with some codes? Love ya mag and keep up the good work!
Nicholas Moore
Muswellbrook 2333

A
Oh yeah?! Think I'll just give away secrets just like that do ya? Hardly say two words to me and then expect codes and cheats! You know my trouble, I'm just too nice... On the title screen, press A and B and then Start. If the flag flashes red the cheat has worked. You should now have five extra lives and five continues. If you can't do it now, you really are very sad indeed.

To the Legend Skull,
Seeing that you know everything about SNES I thought I might stretch your brain a bit and ask you a couple of questions about Doom.

- 1) Can you get unlimited health?
- 2) Are there any tricks on Firepower?

To cut a long story short, I want to know everything there is to know about Doom.
The Unknown Doomster, SA.



berserker bonus, which unlocks something in the marine's brain that makes his fist more powerful than the weapons!

- 2) Mmm, tricks on Firepower... Well, the trick to progressing in Doom is knowing which weapons work best on each villain.

Imps, for example, do not take very kindly to the shotgun. Cacodemons, those smiling things with no legs, find the chaingun very offensive. Normal Demons, however, will happily eat lead until they get close enough to rip you apart. So use that Chainsaw on them, that's what it's there for. We'll be bringing you a full guide to Doom in a later issue.

A
1) There's an invulnerability bonus on some levels which allows you (for a period of time) to happily wander through the level, blasting away at everything without the worry of a bullet in the head or a fireball up the passageways. There's also the



Tips & Tactics

SUPER NES

DEATH VALLEY RALLY

75 Lives

When the title screen comes up, press Left, Select, Y and Start and Right altogether. Once the 'Zippety Splat' message comes up, press X as well. If you did it right, you should come up with 75 lives!

FINAL FIGHT

Hidden Options

At the title screen, press and hold the left and right buttons and press Start. You should now be able to select number of lives as well as difficulty.



DUCK TALES

Save \$300,000

If you don't want to pay that disgraceful amount to the Statue in the Amazon, go to the launch pad and crawl one screen up and jump to the right hand ledge. From here you can jump into a hidden passage which takes you right to the statue!



KRUSTY'S SUPER FUN HOUSE

Level Codes

Level 2 SKINNER
Level 3 SCRATCHY
Level 4 BARTDUDE
Level 5 BOUVIER

50 lives on last level:

Press and hold down X, then restart 4 times. You'll start the final level with 50 lives.

MORTAL KOMBAT

Stun opponent

Get close enough to your opponent to perform a flying kick so you land just the other side. Repeat the move before the other fighter can do anything. Instantly jump over with a normal jump. Your opponent will now be stunned and unable to fight back. Push them to the edge of the screen and perform an uppercut, then hit out with plenty of low punches. Your opponent will be unable to fight back.

Nintendo® Game Gurus

Q

Help! I can't find the Magic Hammer in The Legend of Zelda - A Link To The Past.

A

No problem! It's in the first Crystal Palace in the Dark World. To find it go up a level through the door, walk on to the bridge and push the lower block off the ledge to go up one screen. Walk up to the Arrow and jump the gap, now climb the ladder and go Up, then Left and Up again to go through the next door. Make your way across the next bridge before it collapses and move one screen to the Left. Go through the Maze to find the cracked section of the wall at the Right side of the room. Now blast your way through it and go Right one screen to find the Magic Hammer!



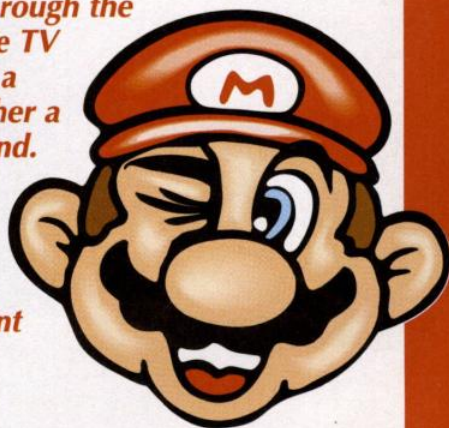
Q

How do I finish world 3-4 in the lost levels of Mario All-Stars?

A

Easy! Find your way through the Maze by turning up the TV set! When you choose a path, you will hear either a chime or a buzzer sound.

A chime means you have taken the right path whereas a buzzer means you have to make a different choice.



1902 - 241 001

Call the Hotline Number for Tips & Tricks, Games Reviews, Technical and Gameplay help, and details of up and coming NMS issues and contents.
7 days a week, midday to 9 p.m.

I.T.M. call rate 75¢ per minute.
A higher rate applies to mobile and public phones.

SUPER NES

PRINCE OF PERSIA

Passwords

- Level 1 - BRNGBB9
- Level 2 - MRG5L2X
- Level 3 - B6+TWNN
- Level 4 - 9Z3NRDX
- Level 5 - LQHWTVR
- Level 6 - CGKDBZ2
- Level 7 - TH4Q++B
- Level 8 - VXPBNY2
- Level 9 - QLLIWHR
- Level 10 - HWB93WX
- Level 11 - 7F39R1B
- Level 12 - H9TZD8N
- Level 13 - 7TXF+9V
- Level 14 - H+KX3L7
- Level 15 - GZ9MRZJ
- Level 16 - 84CPBC6
- Level 17 - QQNL2PV
- Level 18 - 4Q7TMHJ
- Level 19 - QHJG!Q7
- Level 20 - H8J12+Y



SUPER TURRICAN

Level Skip

Pause your game and press Right, Left, Down, Right, A and the Start button.

METROID™

YOSHI'S COOKIE

Extra Levels

On the options screen, set the music to Off, the speed to High and select 10 rounds. Then hold up on the D-Pad and press Select. The round number will go up to 11. Keep repeating to get the round you want.

Four new Bosses

In the Vs Mode, choose COM on the options screen. Press and hold L, R and X. Then press Start while still holding the other buttons. When you hear 'Yoshi' press Start again. You should get a new character select screen.

NES

LEGEND OF ZELDA

Where are the Levels?

- Level 1 - 8E, 4S
- Level 2 - 13E, 4S
- Level 3 - 5E, 8S
- Level 4 - 6E, 5S
- Level 5 - 12E, 0S
- Level 6 - 3E, 3S
- Level 7 - 3E, 5S
- Level 8 - 14E, 7S
- Level 9 - 6E, 0S

MEGA MAN

Lightning Trick

When you fire a lightning shot, press Pause as soon as the beam connects with the target. Keep pressing Pause, each time you un-pause the game, another hit registers!

METROID

Extra Weapons

On the Enter Your Name screen, enter JUSTIN BAILEY and you'll become a woman with loads of extra weapons.

STAR TREK

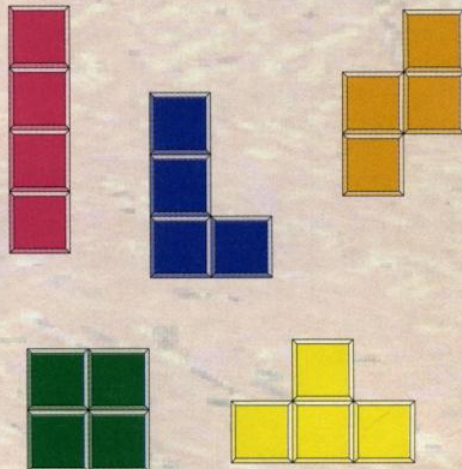
Passwords

- | | |
|----------|-----------------|
| Masaba | R6XW MLFT ?6XD |
| Lekythos | P?RV !RZH LAQD |
| Romulan | KA55 R?XC LA4D |
| Shroud | J!3L RZX7 M?BD |
| Lotia | JH1L !XX3 LK?DD |

TETRIS

Completing Game

If you hold down A, B and Select in B Game mode as the shape falls, you will (as if by magic) complete the game!



TRACK AND FIELD

Last day Codes

- | | |
|---------------|-----------|
| USSR | 2M15PZJWS |
| France | 5ZHDPZJ2S |
| Great Britain | YAWWWHJ45 |
| US | 54HLPJINI |

RAD RACER

Stage Select

Select your vehicle, then press B on the demo screen to increase the tachometer by 2 lights. The level selected increases with each press. Hold Up and Right and press A and Start to select the course you want.

Nintendo® Game Gurus

Q
How the hell can I beat the Navel Piranah on world 3-8 in Yoshi's Island?

A
Look out for the big blister with a Band Aid on it on the big flower. You have to shoot an egg at the wall so it bounces off the wall, skims along the water and smacks the blister on his neck.

Q
I'm having a nightmare on level 2 in Link's Awakening! How do you find the Nightmare Key?

A
Get to the Power Bracelet and go right one screen and lift the bottle at the top of the screen to take the upper right passage. Again go right one screen and walk over to the Orb and strike it with your sword. Now jump right over the post and go Right one screen again. Next, go Right one screen, Down one screen and defeat the Pols Voice with the bottle. Lastly, fight and beat the bat and the skeleton to get the Nightmare Key.

Q
Please help! I'm stuck on Donkey Kong Country and can't get to the end of Slipslide Ride!

A
At the end of the level there are two purple ropes that you'll come across. You need to climb up these to get to the exit. But there's a problem - the ropes are covered in ice! The trick is to jump from one rope to another really quickly and, with a bit of practice you'll work your way up the ropes.



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GAME BOY

TEENAGE MUTANT HERO TURTLES

Gain Energy

If your energy is fading fast, try pausing the game and pressing Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to re-join the action with a full energy bar. Unfortunately, you can only do this once during a game.

BATTLETOADS

Extra Lives

On the title screen, press and hold A, B, Down and Start to start the game with five extra lives.

CASTLEVANIA II

Passwords

Crystal Castle BLANK, CANDLE, HEART, HEART

Rock Castle CANDLE, HEART, HEART, CRYSTAL BALL

Plant Castle CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL

Cloud Castle HEART, HEART, CRYSTAL BALL, BLANK

Final Showdown BALL, HEART, CANDLE, HEART

PROBOTECTOR

Extra Lives

Get to the Title Screen and press Up four times, Down four times, Left four times and Right four times. Now press Start to activate the cheat.



Level Select

Find the Title Screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A and Start. If you did it right, you should hear a chime. Now use the arrows to select your level and press Start.

COMING NEXT MONTH...

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Can't hack it? Don't panic, just read Part 1 of our great new Players' Guide!

A DOUBLE ROOM PLEASE!

The Beginners' Guide takes you through the Hotel stage in Tin Tin in Tibet.

IT'S A KILLER!

The A-Z rundown of Rare's Killer Instinct 2 for the Arcade.

ANIME ACTIVITY

A double dose of Anime as SPIDER's web checks out the best animation sites & Anime Action looks at the latest video releases.

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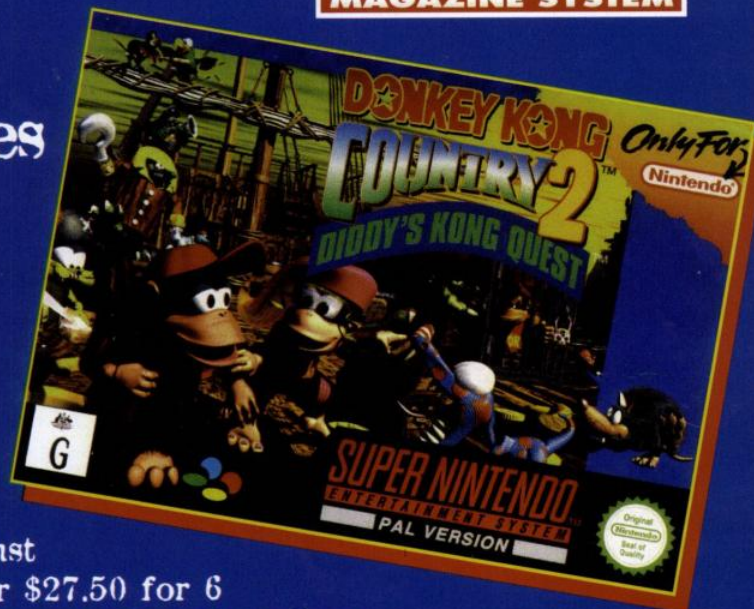
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